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BASICS

GAMEPLAY

— BATTLE BASICS —

Like other JRPG's today, Tales of Graces f has gone away with the random encounter system. This means that you can avoid battles by simply avoiding touching the 3d avatar on screen. On a side note, the in-game tutorials give you a lot of information on the battle system. Make sure to read these, as well as my notes, if you are having trouble with battles.

The battle has some basic info that it will give you throughout the first chapter, but I will cover some tips here:

- You can open the battle menu by hitting Triangle. This allows you to manual use items, change equipment, and even change your artes.
- Hold R1 to view enemy info and change targets
- Use the directional pad to change your active character

-- Moving the Character --

Characters move in a straight line toward or away from their target at zero CC cost. This is different than previous Tales games, but the good news is that you can hold down L2 and move freely around the area. The bad news is that this takes up your valuable CC.

Luckily, for a happy medium we have the side-step. If you hold down the Square button and hit the Left Analog, your character will side-step around your targeted enemy.

See Chain Capacity (CC) below for more information.

-- HP Gauge --

Like all RPG's, your characters have a certain amount of Hit Points (HP). When this reaches zero they are rendered unconscious.

-- Guarding & Auras --

When guarding by holding Square, you not only get decreased damage, but you get aura effects around your character that give bonuses.

- Blue - Critical Gauge Increase
- Green - Enemies cannot stagger you when you start to attack (Iron Stance)
- Red - Break through enemy guard when you attack

-- Critical Gauge --

This gauge is located under the characters HP. When full, characters will perform a critical hit and Chain Capacity (CC) will increase by one. This can be done multiple times to increase your Max CC in battle, allowing you to do more chains. Note that getting hit will lower the gauge as well.

-- Eleth Gauge & Eleth Burst --

During the games progression you will gain access to the Eleth Gauge, a bar on the left side of your battle screen. It is divided into two colors (blue for your party and red for the enemies).

The player can increase the blue bar by performing actions such as attacking, guarding, sidestepping, or defeating enemies. When the bar is full, the Eleth Burst will occur, granting unlimited Chain Capacity (CC) and immunity to knockback for a limited time. Your party will also have all critical hits negated, but any damage taken while guarding will do normal damage.

On the flip side, the enemies receive a similar bonus called Eleth Break when their gauge fills.

See Mystic Artes below for more information.

-- Chain Capacity (CC) --

Each character has a set value of CC based on their current equipment and level. This number donates how many actions outside of basic movement and defense that

each character can perform. Each action requires 1 CC, but can cost more (see Artes).

You can refill your CC by standing still / guarding or performing specific actions during battle. You can also increase your maximum CC by changing equipment, gaining levels or by filling your Critical Gauge.

-- Combo Counter --

The number in the upper right corner of your battle screen represents the number of attacks that have been chained together. Attacking an enemy's weakness will increase the damage output you do within a combo chain, while hitting all of an enemy's weaknesses will multiply your damage output even further.

-- Artes --

There are two kinds of artes in Tales of Graces f: Assault and Burst. The major difference between the two is that A-Artes are your physical attacks and B-Artes are generally magical. Other differences are that A-Artes have a smaller range than B-Artes, but are quicker, and A-Artes use Physical Attack, while B-Artes use Cryas Attack power.

A-Artes are set up like a tree chain. You start with a 1 CC cost skill and work your way up to a 4 CC cost skill. This means that a full chain costs you 10 CC (1 CC + 2 CC + 3 CC + 4 CC = 10 CC). You start with only a few A-Artes, but can learn more through titles or levels.

B-Artes are accessed in adulthood and can be unleashed by using O instead of X to attack.

- There is a lot of hidden info when it comes to Asbel's unsheathe and sheathing his sword. Make sure to read the tips on this in your library.
- Some B-Artes require you to charge them by holding O. You can continue to hold O even once ready to add an attribute or unleash it when you want.
- Note that many spells cast time can be lowered by using A-Artes and then a B-Arte at the end. The more A-Artes you chain to a B-Arte, the lower the cast time.

-- Mystic Artes --

When the Eleth Burst occurs there is an added bonus, other than just unlimited CC, called Mystic Artes. Mystic Artes are learned from titles and adds a new gauge on the left hand side of the screen during an Eleth Burst, which tracks your Mystic Arts' ability to go off. As long as it is 1 or higher you can perform a Mystic Arte by pressing L1, unleashing a devastating combo.

- The number on the Mystic Artes gauge determines which Mystic Arte you'll use if you have more than 1.

-- Artes Menu --

This is where you can view the artes learned by your characters and turn them off and on (for more control over what the AI does). See Artes in the Battle Basics section for more info.

-- Titles Menu --

Think of titles as a leveling system. What I mean, is that as you equip titles and master them, you will unlock Artes, gain stat bonuses, and upgrade your already learned skills. These can be equipped to your character and then learned through collecting SP from battles or Requests.

Once learned, you can unequip the titles and you will still have the skills, but lose the equip bonus from the title. Note that lower ranked skills are easier to learn than higher ones, but are less useful. It is also a good idea to constantly swap titles to learn new skills or set auto equip by pressing Triangle in the Titles Menu.

If you choose to keep a title on long enough, after learning all abilities, you can master it. This gives you added bonus'.

-- Mixer Menu --

The Eleth Mixer will be given to you in adulthood. This gives you access to equip items into the Mixer via the Mixer Menu. There are three major things you can do:

- Dishes - Allows you to automatically cook (duplicate) food in, or after, battle for bonuses and healing.
- Consumables and Materials - Duplicate your items as you walk around the field. You do NOT need 1 to duplicate it, but you have to have the item entry in your library.
- Books - Books use the Eleth in the Mixer to give you some bonuses. These can be battle bonuses, field bonuses, or even Mixer bonuses (like a 2 item return for each duplication of an item).

Your Eleth Mixer starts at a low level state with only a few slots and a low maximum

Eleth storable. To increase the slots you will need to duplicate items and to increase the maximum Eleth, you need to cook dishes.

I suggest you have at least 1-2 food items that goes off after every battle to increase the maximum eleth, while still duplicating items to give you more slots for when you start getting books.

How Duplicating Items Works:

After a certain number of steps the mixer checks the list of items from top to bottom until it successfully makes an item (or doesn't and resets the counter). This means that if you have a 99.9% item at the top, you will likely almost never produce anything under this. For this reason it is best to list them from lowest to highest when putting items in the mixer's list. See below for an example.

The scripting works like this:

Item 1	Food	False
Item 2	Book	False
Item 3	99.9	True
Item 4	01.0	-

- As soon as the script reads "True" (based on the probability) it resets the counter for another few steps.

To make the chance of getting the Item 4, you should put it like this:

Item 1	Food	False
Item 2	Food	False
Item 3	01.0	False
Item 4	99.9	True

- Although the script ran it's probability and it came up "False", the difference is that the item was checked (unlike above). 1.0% is > than none in this case.

-- Library Menu --

The Library is a list of books that tell you all the information you've learned from the game. These books will keep track of everything from the items in the game to all the information you learn through gameplay and tutorials. Think of it as an information center.

-- Requests --

Throughout the game you will unlock Inn Requests. These are sidequests from NPCs, who want anything from consumables to gear to valuables you find. Check each town inn for their own unique list often, as they will update over time and can be very annoying. Your best bet is to leave and fight some battles and come back for the updated list.

-- Dualizing --

Dualize is Grace's version of synthesis from other JRPG's with the same mechanics. By going to any shop or Turtlez merchant you can select Dualize and combine two items to make a new one. This can be anything from materials to equipment and produces things like consumables, dishes, new gear, and even items that are just to sell and make money.

In adulthood, you can also use this to upgrade your weapons with shards to add effects and make them stronger.

WALKTHROUGH

CHAPTER 1: CHILDHOOD

— INTRODUCTION —

On start-up, you will need to check your game settings and confirm that you like them. You can change these at any time in the Options menu, so you can leave the default for now if you want.

From now on, all headings for new areas will have a checklist at the top, which include:

Gald; Eleth; Consumables (C); Dishes (D); Weapons (W) / Armor (A) / Unique Equipment (U), including items obtained through new characters' initial equipment; Gems (G); Valuables (V); Attachments; Skits; Title; and Enemies.

All items will be marked with an entry number and checkbox, in case you have printed out this guide and/or Library and wish to mark them off as you find/make every item.

Items Checklist

Aston's Sword | Lefty & Righty | Casual Parka | Casual Jacket | **User's Guide** | **Collector's Book**

Titles Checklist

Asbel: Little Rascal | Hubert: Prudent Sibling

Note: To try and save spoilers, a lot of times I will not include the info on a new character the minute they join and instead add it in the following section.

Items Checklist

Apple Gel x3 | **Glassphere** | Life Bottle | Gauntlets | Misty Blouse | **Plucked Flower**
| **Glassphere**

Skits Checklist

Wellspring of Deceit | Rebel Without a Cause | Seek the Sparkles!

Titles Checklist

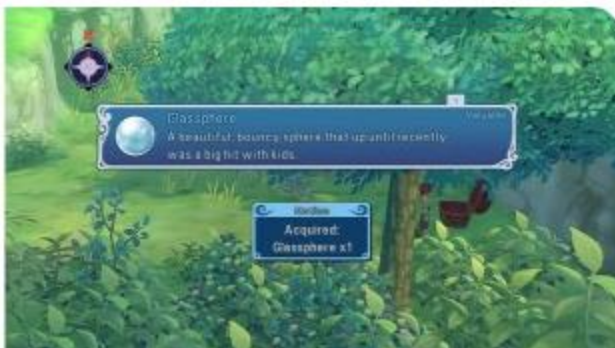
???: Amnesiac

Note: Soul Orbs are dropped from enemies that you have killed numerous times. You can only get one per enemy type and then a star will appear in the Enemy Book next to their name. These are useful later in the game and for the completionists you'll want to get this star for each enemy type.

As soon as you gain control, follow the path and on the left is a treasure chest with **Apple Gel x3**. Continue on and encounter your first monster and the first battle tutorial. This will teach you the basics of combat.

Important: You will encounter many tutorials throughout your first couple battles. Pay attention to them.

After the battle continue forward to the small waterfall area to learn about skits, watching the **Wellspring of Deceit** skit. Now, head east at the split to another treasure with a **Glassphere** inside.



Stop at the well for your first skit and then head right for a treasure with a Glassphere.

You can now go north and encounter your first save point, directly across from a treasure with a **Life Bottle**. Now, continue to the next screen for a scene and then drop by the save for the skit **Rebel Without a Cause**.

Instead of heading straight to Lhant, return to North Lhant Road and head west past the guards to a shining spot on the ground.

Note: These sparkling points randomly appear, meaning sometimes they are there and other times they are not. The items they drop is always random too, so I will not list every item that you can get, but I suggest you always check these anytime you see one for free (possibly rare) items.

Continue northwest for a treasure chest with another **Glassphere** and then head east to the save for the skit **Seek the Sparkles!** You can now head south to reach Lhant.

Items Checklist

Apple Gel | Pickled Plum | Pork x2 | **Enemy Book** | **Discovery Book** | Apple x3 | 100 Gald | **Manual Manual**

Discoveries

Apple Trees | Lord Windegarde | Family Portrait

Skits Checklist

Poor Choice of Words | Family Ties | Rash Justice | The Fruit of Ignorance | Full of Hot Air | Age Is Just a Number

After the scene, Cheria will join your party and snag your flower. You can now freely roam the town and talk to whoever you want, including the chicken.

Important: I suggest you talk to everyone in every town at least once. Not only is this great info, but you need to do this to gain a title for a character later.

We can't go to Cheria's house in the northeast of town, but we can explore everywhere else. Head to the house just south of the town's windmill and talk to the dog to receive an **Apple Gel** and then speak to the Elderly Woman for a **Pickled Plum**. Make sure to check the closet for some **Pork x2** and then return outside.



Check the residence for many items, including an Apple Gel by talking to the dog.

Continue down the stairs and head to the center of the bridge for the skit, **Poor Choice of Words**. Now, follow the wall to Asbel's house (the dude has a town in his families name... of course he has a mansion). After a scene, you can head inside and view the skit **Family Ties** at the save point. If you talk to the maid you can take a nap by talking or you can talk Frederic for information. Head upstairs to the right and enter the kids' room and check by Asbel's desk for the skit **Rash Justice** and then obtain the **Enemy Book**.

You should now head back outside and back to the main part of town. Cross the bridge and make sure to talk to the guard on the bridge to open up the west exit of town. On the other side, head west for a scene that nets you the **Discovery Book** and then check the tree for **Apple x3**, the **Apple Trees** discovery, and the skit **The Fruit of Ignorance**. Now talk to the guard who gave you the apples and say, "We're not little kids!" to answer his questions as follows: Wolf Pup, Wooly Boar, and Giant Bee for **100 Gald**.



With the Discover Book you can start collecting unique features like the Apple Trees.

Note: Discoveries give anywhere from 1-3 items when you examine them. I will always write x3, but this does not mean you will always get three.

You can now go east to the shops and I suggest you buy the **Manual Manual** from the Item Shop (sell some random drops you got if needed). Head back to the windmill for the **Lord Windegard** discovery, now that you have the Discovery Book, and make sure to climb up and get the **Full of Hot Air** skit. Now go to Asbel's house for the **Family Portrait** discovery and the **Age Is Just a Number** skit inside.



Make sure to get the two other Discoveries in Lhant at the windmill and Lhant Manor.

When you're ready, leave town to West Lhant Road by the apple tree.

Items Checklist

Gel Seed x3 | **Glassphere** | Rice x5 | **Magic Carta No. 3**

Discoveries

Gel Seeds

Skits Checklist

Boys and Boats | Not for Human Consumption | Abracadabra

Head to the save point and watch the **Boys and Boats** skit before you continue up the road. Check the tree the traveler is looking at to discover the **Gel Seeds** discovery, netting you **Gel Seed x3** and the skit **Not for Human Consumption**, and then grab the treasure chest here contains a **Glassphere**.



Check the Gel Seed plant for a skit and get the nearby Glassphere.

Continue along the path and continue along the path to the beach to talk to Turtlez, who teaches you about Dualizing (Synthesis). To the west of this is the Traveling Beastmaster you'll need to approach for a scene about the unknown girl. Afterward, head to the save for the **Abracadabra** skit and then head southwest on the beach for a treasure with **Rice x5**.

On your way back to Lhant you can talk to the Gel Seeds again for more items, as these respawn just like the sparkle points when you leave a zone for any reason.

Note: A rare item called **Magic Carta No. 3** can be gained from the sparkling points here.

Many field maps have other cards such as these and although you do not **NEED** to get them, they do offer some exclusive unlockables if you collect them.

Items Checklist

Apple Gel

Skits Checklist

Chronic Uncertainty

Titles Checklist

Asbel: Lord's Heir | Sophie: Named After a Flower

The apple tree has respawned, so grab more apples and then head to the manor for a scene, but do not go inside. Instead, go to Cheria's house and talk to her for an interesting scene. Afterward, talk to her again to get an **Apple Gel**.

Head back to the manor and inside the west room on the first floor to meet Asbel's dad. Afterward, you will get the **Lord's Heir** title and can head upstairs to the west room to overhear a conversation.



Meet Aston for some shocking news and then eavesdrop on his conversation upstairs.

You should head out of the manor for another scene that eventually gets you the **Named after a Flower** title. Finally, head back to Asbel's room again and check the desk for the skit **Chronic Uncertainty**.

Items Checklist

Apple Gel x2 | **Magic Carta No. 1**

Discoveries

Cryas Shards

Skits Checklist

A Cheeky Retort | Little Treasures | A Wild Seed Takes Root | A Wild Seed Bears Fruit

Head directly to the save point for the skit **A Cheeky Retort**. You will want to head north, down to the river, to get the treasure with **Apple Gel x2** and if you walk through the blue rocks in the riverbed you can discover the **Cryas Shards** for the **Little Treasures** skit. You can now continue along the path east for a scene and a fight.



Get the Cryas Shards discovery and skit before heading east to a major fight.

There is nothing else to do, so head back toward Lhant, making sure to get the **A Wild Seed Takes Root** skit at the save point before entering town.

Note: The rare **Magic Carta No. 1** from a sparkling point in this area can actually be gotten later when you have more points accessible.

Head for the Lhant Manor, but instead of entering the front doors go east to the side of the building by walking right up to the front door and going behind the pillar. Enter the building for a scene and then exit to the front of the manor for another scene.



Sneak into the guest bedroom to meet a new friend and then head outside.

Your party setup will change to just Sophie and Asbel in your fighting party after the scene, as the new member does not fight, so head toward the bridge for the skit **A Wild Seed Bears Fruit** and then leave for Lhant Hill.

Items Checklist

Magic Carta No. 4 | Apple Gel

Discoveries

Spring of Healing

While we've already cleared out this area you may not have gotten the **Magic Carta No. 4** from the sparkling points on your last visit, so if needed you can get that now. Make sure to talk to the two guards near Lhant Hill to get an **Apple Gel** and then enter Lhant Hill.

You can now discover the **Spring of Healing**, which you have probably used multiple times, and when ready head for the meadow where we met Sophie. I knew Bryce was a douchebag, but seriously?



The Spring of Healing can now be added to your log before you head to the meadow.

Boss: Bryce

Bryce is actually a push-over considering how much of a show he put on back at the manor, though this does not mean you can destroy him and you should be careful. Use your guarding effectively and combo your attacks with Sophie for damage. If you're lucky, he won't use any of his Artes on you. Note that Sophie can heal, so if you get thrashed a little, back off and give her a chance to heal you.

Defeating Bryce in 60 seconds will net you a trophy.



Bryce is deadly if you let him get you in a combo, so make sure to guard when needed.



Bryce in 60 Seconds

Defeated that jerk with the claw in a minute or less.

COLLECTED?



Items Checklist

Pickled Plum x3 | Life Bottle x2 | **Glassphere**

Discoveries

Abandoned Nest | Friendship Tree

Skits Checklist

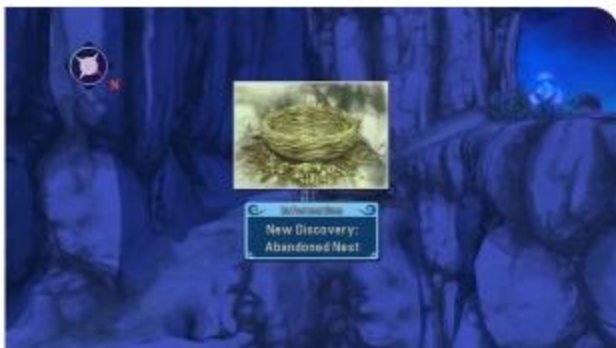
Face Time | A Brother's Pride | About Face | The Meaning of Friendship | The Facts on Pacts | Fight or Fright

Titles Checklist

Richard: Prince of Windor | Asbel: Pact Maker | Sophie: Pact Maker | Richard: Pact Maker

Richard has finally decided to contribute something to the party, which is nice of him, so make sure to check his gear and AI settings. Before you even take one step up the ramp, grab the treasure with the **Pickled Plum x3** and you should also be able to get the skit **Face Time** in the beach area.

Head up the ramp and you'll likely run into the first of many events that require you to tap X quickly to avoid falling, so avoid these by holding O to walk. Continue around the corner, hugging the wall, and across the small bridge that leads to a treasure with **Life Bottle x2**. If you approach the nest just a little further up the path you can discover the **Abandoned Nest** and get the skit **A Brother's Pride**.



Walk across the ledge to get the Life Bottles and then check the Nest discovery.

Now continue for a scene just past the save point for a minor story fight.

After the fight you can watch the skit **About Face** and then head east to grab the **Glassphere** before climbing up the roots. After the scene, you'll get the **Pact Maker** title and the skit **The Meaning of Friendship**. Make sure to examine the tree to discover the **Friendship Tree** and watch **The Facts on Pacts** skit.



Climb the roots for an important scene and then examine the tree for a discovery.

You now need to head back toward Lhant, but make sure to get the skit **Fight or Fright** at the healing spring first.

Items Checklist

Richard's Ring | **Glassphere** | 100 Gald or **Manual Manual** | **Magic Carta No. 1** | 300 Gald | Milk x3 |

Discoveries

Windor Cows

Skits Checklist

You Can't Force It | **Weird Is Weird** | **Stick and Mooove**

Back in Lhant, you'll get a striking scene with Aston! After some more scenes you'll get **Richard's Ring** and can head to East Lhant Highroad.

At the save point, make sure to get the skit **You Can't Force It** and then head east across the stone bridge and turn right for a **Glassphere**. Follow the path for a funny scene and then head to the save to access the skit **Weird Is Weird**. Inside the cottage, grab the **100 Gald / Manual Manual** and then head back outside and grab the sparkling point to the southeast.



Get the skit at the save and then use the cottage to zone and get the Magic Carta No. 1.

Note: If you didn't get the **Magic Carta No. 1** before, you'll likely get it now before you leave the area and continue through the game. The best place to do this is to exit and enter the cottage and grab the nearby sparkling point until you get it.

Head up the hill and follow the path until you reach a split. To the south (compass south) of the split is a treasure with **300 Gald**, while on the opposite path you can examine the odd colored cow to discover the **Windor Cows** discovery and get **Milk x3**, as well as the **Stick and Mooove** skit.



Check the multi-colored cow for a discover and skit before leaving the road.

Now head down the northern path toward the port and enter town.

Items Checklist

Rice | Bread x2 | Lettuce x2 | Dried Seaweed | Feather | Tomato | Dried Seaweed x3
| Pie Sheet x2 | Egg x2

Discoveries

Gloandi

Skits Checklist

Through the Ringer | Everything Worth Knowing | To Be a Knight | Pact Attack

Talk to the kid hanging outside the shop full of chairs and tables to receive some **Rice** and then head into the building. Check the cabinets here for **Bread x2** and **Lettuce x2** and then head back outside. Talk to the traveler next to the Turtlez for **Dried Seaweed** and when ready board the ship for Barona.

Important: Cats appear in almost every town and can be feed fish as part of a Side Quest. While you can not feed them in the Childhood Arc, you'll want to keep an eye out for these starting now. I will go into detail about the cats later and begin to point them out in the Adulthood Arcs.

Head into town for a scene with a familiar face and then head up the steps and talk to the Elderly Woman on the bench for a **Feather**. Continue down the steps to talk to a guard for a **Tomato** and head into the building to the east.

At the save, view the **Through the Ringer** skit and then head upstairs to enter a room that has a closet full of **Dried Seaweed x3**. You can now exit and head north past the shops to the Castle District.



Make sure to check the Inn for a skit and some Dried Seaweed hiding in a closet.

Head east straight away and enter the house to examine the cabinets for **Pie Sheet x2** and **Egg x2** and exit, Head all the way west this time and when you see the two women chatting, veer up the steps to the northeast and talk to the left guard for a scene. The two women have moved now, so go to where they were.

After the hilarious scene, examine the valkines cryas to get the discovery **Gloandi** and the skit **Everything Worth Knowing**. Head back to the lower city and talk to the Equipment Shop owner for a funny conversation and then check the Inn for the skits **To Be a Knight** and **Pact Attack** at the save point. If you continue east you'll get a scene at the Knight Academy and can then return to the Castle District and exit the north gate.



Meet up with Richard and make sure to get some funny minor scenes before leaving town.

You can now leave Barona to the north to reach the North Barona road.

Items Checklist

Short Rapier | Haute Couture | **Glassphere** | Beef x2 | **Magic Carta No. 2**

Head west at the split to find a treasure with a **Glassphere** inside and then head back and north. Continue north for a treasure with **Beef x2** inside and then go past the cabin and up the hill for a scene.



Approach the hill for a scene and then stick around to get the Magic Carta.

Note: I suggest you head into the cabin, even though there is nothing there, to respawn the sparkling points to get the rare **Magic Carta No. 2** before heading back to town.

Items Checklist

Rice x3 | Water of Absolution x3 | 500 Gald | Apple Gel x3 | **Glassphere** | Life Bottle

Discoveries

Water of Absolution (Discovery)

Skits Checklist

The Boy Who Knew Everything | Revenge Will Be Mine! | Sticky Situation

Titles Checklist

Hubert: Second-Born Son

Head back to the Inn for a scene...okay, what happened to him? Get the **Second-Born Son** title for Hubert, who rejoins the party, and then speak to the Innkeeper to rest until nightfall. Upstairs, enter the previously locked room to grab the **Rice x3** from the closet and once it is nightfall you can exit the Inn and head to the Castle District, turn right, and head to the Royal Sanctuary for a scene.



Head to the Inn for a scene and then get the Rice upstairs while you wait for nightfall.

Once on the inside, examine the shining water to discover the **Water of Absolution (Discovery)** and obtain **Water of Absolution x3** for a skit **The Boy Who Knew Everything**. You can now check the other side of the altar to enter the catacombs.

Note: Enemies here will change in adulthood, so I suggest you take the time to collect the Soul Orbs now and save yourself the trouble later in trying to find the old enemies when there is a larger pool of enemies to spawn from.

Follow the path until you reach a stone door, where you can view the **Revenge Will Be Mine!** skit, and then continue over the bridge to a chest with **500 Gald** inside. You'll then want to head down the path to get the **Apple Gel x3** and then head back up the main path and continue for a chest with a **Glassphere** inside.



After the skit at the stone door make sure to head down the path for some Apple Gels.

At the next split go up the path to get a **Life Bottle** and then backtrack to the lower path with a save for the skit **Sticky Situation**.

Boss: Monarch Bat

You'll want yourself and your AI partners to focus on taking out the smaller bats first, allowing you to diminish the overall damage put out by the group. The Monarch Bat liked to use Photon Strike, a three strike attack that throws balls of light on the ground and damages the targets within it, and Dark Sliver, a single target attack. Setting Sophie to focus on healing with First Aid will help you survive this attack and once you can focus on the Monarch Bat you shouldn't have too much trouble to combo it to death.

Kill it and enjoy the cutscenes and say goodbye to your childhood.



Watch out for the Monarch Bat's major attacks while you deal with his minions.



Childhood's End
Completed Chapter 1.

COLLECTED?



CHAPTER 2: ADULTHOOD (PART I)

ORLEN WOODS

Items Checklist

Long Sword | Steel Bladerang | Leather Guard x2 | Bronze Scabbard | Natural Scent | **Eleth Mixer** | 800 Gald | Life Bottle x2 | Wood Chunk | Iron Tunic | Morino Flower x3 | Apple Gel x3 | Chipped Claw | Apple Gel x3

Discoveries

Morino Flowers

Skits Checklist

Walking the Point | Flower Power | Hidden Talents

Titles Checklist

Asbel: Aspiring Knight | Malik: Knight Academy Instructor | Malik: Acquainted with Royalty | Malik: Paragon of Knighthood | Asbel: Wielder of Light

Note: From now on you'll gain shards from battles, which are used to upgrade your weapons and add stats to them. This is expensive at this point in the game and you'll likely buy new weapons faster than you can upgrade ones, so I suggest you wait until mid/late game to focus on this.

You'll automatically start the next chapter in battle to learn about B-Artes, so pay attention because it's valuable information. Well, Asbel sure has grown up pretty well with Malik as his mentor.

After the scene, talk to Malik to gain access to the **Eleth Mixer** and start using this right away to increase the max energy and max capacity. You should also check out your new gear and titles acquired upon reaching adulthood, hours played, etc.



Asbel's first field mission is underway and the Eleth Mixer is a major aid to knights.

Head to the save for the **Walking the Point** skit and then take the linear path to a split. Take the north path to a chest with **800 Gald** and then return around the bend to the east. Before continuing north, take the vine by the river to reach a chest with **Life Bottle x2** and then backtrack and follow the path to another chest with a **Wood Chunk**. Keep heading north to a dead end with an **Iron Tunic** and then backtrack and head east, past the Turtlez, to find the **Morino Flowers** discovery, gain **Morino Flower x3**, and get the **Flower Power** skit.



Get the Iron Tunic and equip it before checking the Morino Flowers discovery for a skit.

Cross the bridge and head south to the boulder, which you probably saw earlier, and push it into the water to create a shortcut back. Grab the chest with **Apple Gel x3** to the east and then backtrack toward the bridge. To the northeast is a dead end with a chest containing a **Chipped Claw** and then continue northwest to a save.

Continue for a scene and then head right to talk to Malik to receive **Apple Gel x3**. You'll now need to track down the culprit of the town's disappearance, so head to the west side of the town for a scene and then make your way east, past Malik's building,

for another scene. Finally, head back to the west side of town for a fight.

Boss: Nova Wolf

Right off the bat you'll be unable to damage the Nova Wolf, but after a short time you'll get a scene that teaches you how to assign a B-Arte to your list that can damage Nova barriers. Assign it to any direction you want and then continue the battle. The key to this battle is side-stepping when the Nova Wolf attacks, so make sure to use it and save you a lot of agony and use of Gels.



Learn how Nova attacks work and then side-step the attacks to begin a combo.

You'll receive the **Wielder of Light** title for beating this boss and can now head to the save for the skit **Hidden Talents**.

Titles Gained in Combat:

Almost every A-Arte and B-Arte has two titles attached to them (1 Adept title and 1 Master title). Since the AI uses all the skills that are turned when in Auto, the titles can be gained faster by forcing the AI to only use skills that have not gained titles.

To do this, go to the Skill Menu and turn any skill that has gained a Master title "OFF". Note that A-Arte skills can not be turned off, but you can have them focus on B-Artes by going to the Strategy Menu and selecting B-Artes in the Balance column.

Items Checklist

World Map | **Pork x2** | **Tea Leaves x3** | **Pasta x2** | **Pie Sheet x3** | **Apple Gel x2** | **360 Gald**

Discoveries

Tea Fields

Skits Checklist

That Certain Something | **Out of the Clouds**

Almost as soon as you enter you'll get a scene and obtain the **World Map**. Head west for a chest with **Pork x2**, next to the Turtlez, and then head directly south of this to a sign to discover the **Tea Fields**, gain **Tea Leaves x3**, and get the **That Certain Something** skit. Follow the path to a split and head south to find **Pasta x2** in a chest and then backtrack to continue west. You'll soon reach familiar territory, where a scene will trigger by the cabin.



Check the Tea Fields for a skit and then continue for a scene with Malik.

After the scene make sure to view the **Out of the Clouds** skit and then check the cottage for **Pie Sheet x3**. Head south toward town, making sure to grab the restocked chests with **Apple Gel x2** and **360 Gald** on the way.

Items Checklist

Pie Sheet x2 | Egg x2 | Pie Sheet x3 | **Magic Carta No. 30** | Stamp Card Case | **Night Lily Seeds** | Hourglass | Pie Sheet x3 | Dried Seaweed x3 | **Best Princess Stories** | Rice Ball | Elixir | Ice Pop | **Moji-kun Plushie** | **Royal Knights' Documents** | **Letter from Mom** | Exceed Shard

Discoveries

Ice Pops | Headmaster's Bust

Skits Checklist

The Win Stick | Final Exam | Stamp Collectors | Time Out of Mind

In town you'll notice a new stand with the jumping girl inside that marks the **Ice Pops** discovery, but make sure to also get the **The Win Stick** skit.

Note: As Malik hints, eating the Ice Pops may get you a **Win Stick** or **Lose Stick** afterwards. Win Sticks can be turned in for another Ice Pop, while Lose Sticks serve no purpose. Why bother? These two items are rarely obtain in any other manner, so make sure to get one of each if you want 100% database.

Buying an Ice Pop costs 60 Gald each, but there is no real reason to do this now. Head east into the house, which has restocked its cabinets with **Pie Sheet x2** and **Egg x2**, and make sure to talk to the Mother for **Pie Sheet x3**. Continue east and give the poor cat one of your Salmon, this is the first cat you'll have fed, and then backtrack all the way west to the valkines cryas. As you enter/exit the area you'll see a chest in the lower right corner that contains the **Magic Carta No. 30**, so make sure to get it before heading down to the Lower City.



Check for restocked items and make sure to get the Magic Carta near the valkines cryas.

The shops carry new items and I suggest you buy a **Paralysis Charm**, which should automatically net you the **Stamp Card Case**. You might as well buy any equipment you don't have as well, since you have tons of money most likely.

Important: Stamps will be introduced when you make a purchase, sell an item, or dualize. Most shops in a town are linked when it comes to stamps, but the Turtlez have their own stamping cards.

Head south and then west to grab the sparkling point by an old man on the bench for the **Night Lily Seeds** and then head toward the Barona Port. As you head down the stairs take the right path to a set of boxes, which can be moved to gain access to a chest with an **Hourglass**, and then continue along pier for some **Pie Sheet x3**.



The sparkling point by the bench isn't random, so get it and then check the boxes by the port.

Make your way back into town and head east to the Inn to the east of the central area

in Lower City. Check the upstairs rooms' closets for some **Dried Seaweed x3** and **Best Princess Stories** and then make sure to check the save for the skits **Final Exam** and **Stamp Collectors**, before leaving the building.

Note: All Inn's now take Requests. Check often, as there are a total of 21 per town.

Head into the Knight Academy and talk to the man on the left for a **Rice Ball**. The west room in the Academy has a chest that requires a password, but if you enter **treasure** you can get the **Elixir** that is inside now. Get the **Ice Pop** in the suitcase to the right of the chest and you can now go to the bar by taking the steps to the right of the old man on the bench.

Grab the **Moji-kun Plushie** in a chest to the right of the bar and then head inside the bar for a scene. Check the sparkling point in the bottom right corner of the bar for the **Royal Knights' Documents** and then head back toward the Academy for another scene. You'll automatically receive the **Letter from Mom** and given the objective to return Lhant.



After visiting the bar and getting the documents, head toward the Academy for a scene.

With Cheria now in your party, check out the huge statue of the buff headmaster by the Knight Academy to discover the **Headmaster's Bust** and get skit **Time Out of Mind**. Instead of going to straight to the docks, head to castle for a conversation with the knight who you previously showed Richard's Ring to as a kid for a quick scene. In addition, you can also stop by the valkines cryas and talk to the knight there for an **Exceed Shard**.

Once you're ready, head for the port and leave for Lhant via the boat (which sadly

doesn't give you a kids discount anymore).

Items Checklist

Milk x3 | Feather | Throwing Knives | Blouse | Ribbon | Decaying Fang | Bread x3 | 540 Gald | Iron Scabbard | All-Divide | **Best Princess Stories** | **Noko Plushie** | Pork x2 | **Magic Carta No. 29**

Skits Checklist

An Unseasonable Chill

Titles Checklist

Cheria: Sickly Child | Cheria: Un-believable Child | Cheria: An Old Friend, Matured | Cheria: Radiant Healer

Everything on the Highroad has been restocked, so grab the **Milk x3** from the Windor Cow and the **Feather** in the chest nearby. When you reach the cottage you'll be forced into a fight with an interesting outcome that results in a new combat member.

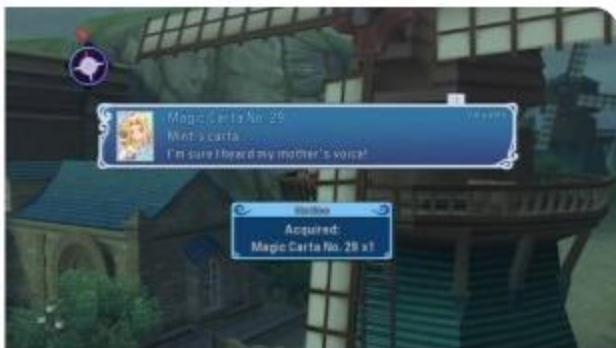


After being forced into a battle and learn that you're not the only one with new powers.

Head into the cottage to grab the **Decaying Fang**, **Bread x3** and watch the **An Unseasonable Chill** skit at the save and then continue toward Lhant. On the way to town, grab the **540 Gald** by the bridge and **Iron Scabbard** by the riverbed and then enter town.

After the scene, check out the shops and then head to Lhant Manor and talk to the maid to learn more about Requests. Check Aston's room to enter the code **Aston** in the chest for an **All-Divide** and then check the bookcases for the **Best Princess Stories**.

Head toward the windmill to grab the easy-to-see treasure with a **Noko Plushie** and then enter the nearby house. There is a **Pork x2** from inside the closet that you should grab and then climb the windmill for the **Magic Carta No. 29**. While you can finally enter Cheria's house, there is nothing inside.



Make sure to get the plushie and the magic carta before leaving town.

Items Checklist

Pretty Ribbon | 180 Unit(s) of Eleth | 1000 Gald | Nameless Seed | Life Bottle x2 | Poison Needle | Poison Charm | Panacea Bottle x2 | Pretty Anklet | Eleth Bottle C

Skits Checklist

Frozen in Time | Sophie's Sacrifice

Titles Checklist

Sophie: Dead Ringer

Head west to grab the first chest with a **Pretty Ribbon** and then head toward Lhant Hill's path to find the **Frozen in Time** skit on the right side of the road. Continue west for another treasure with **1000 Gald** and then leave to the Border Fortress via the west path.



Make sure you open the chests and get the skit before reaching the Border Fortress.

You'll be forced into scene and fight, followed by another scene. You can't attack the Helmcruiser head on, so you'll need to run away quickly to Lhant Hill and enter.

Head inside and get the chests with the **180 Unit(s) of Eleth**, a **Nameless Seed**, **Life Bottle x2**, and **Poison Needle** before you head to the meadow for a scene. Enjoy the cutscene and new "new" addition to your party and then take on the Helmcruiser.



Make your way to Lhant Hill for a scene and major fight.

After the fight and a scene, head down the cliffside to gather the restocked treasures with a **Poison Charm**, **Panacea Bottle x2**, a **Pretty Anklet**, and an **Eleth Bottle C**. You can now head back toward Lhant, but make sure to get the skit **Sophie's Sacrifice** at Lhant Hill's save point.

Items Checklist

Assorted Flowers | **Sopheria Seeds** | Life Bottle x2

Skits Checklist

Holding the Line

Watch the scene when you return to town and then head to the Lhant manor for another scene. Grab the **Assorted Flowers** from the sparkling spot in the manor gardens and then head to Asbel's room and take a nap for another scene. Now head to the study for more scenes and then you can finally head toward the Border Fortress.



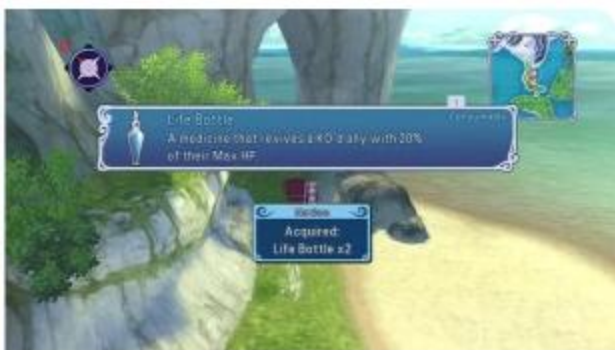
Head back to town and watch the scenes that follow at the Lhant Manor.

Before you leave you should make sure each of your characters has some protection from Poison. You can also Dualize the Common Metal and Water of Absolution to create Moist Crystal and then dualize the crystal with an Iron Sword to make the much more powerful Katana.

Note: Common Metal, as you will find out, is in multiple different recipes and I suggest you use at least 1 mixer slot to duplicate this item.

By now you should also have a ton of Shard's to experiment with. They all add bonus' to your gear somehow and are replaceable, so there is no need to worry about screwing something up.

Enter North Lhant Road and follow the path until you get a scene and then backtrack to Lhant Hill's entrance for the **Holding the Line** skit. Now continue toward the new area of North Lhant Road, where the Turtlez waits, and head down to the beach for a chest with **Life Bottle x2** in the corner.



Head to North Lhant Road for a scene and then check the beach for some Life Bottles.

You can now zone into the Seaside Cavern near the Turtlez.

Items Checklist

1500 Gald | Apple Gel x3 | Eleth Bottle C | Syrup Bottle x2 | Steel Scabbard | Life Bottle x3 | 1125 Gald | Dark Bottle x2 | 210 Unit(s) of Eleth | Holy Bottle x2 | Mastery Tonic C | Deathglow Algae x3

Discoveries

Glintsoul Colony | Deathglow Algae (Discovery)

Skits Checklist

Everything is Intact | Diving In | Remembering the Past | Enough With the Water | Just a Bite | The Only One

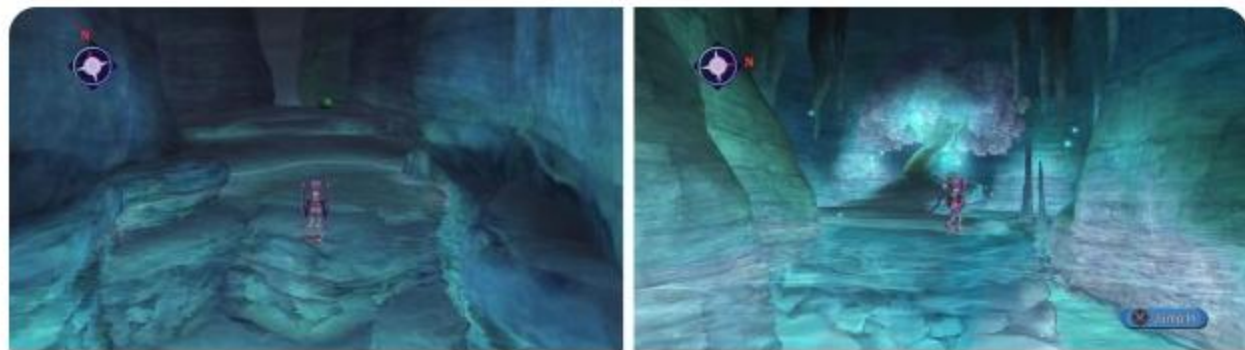
Open the chests nearby with **1500 Gald** and **Apple Gel x3** and then continue for the **Everything is Intact** skit. There's nowhere else to go except to jump in the water, so head on in for a scene and then watch the **Diving In** skit on the other side.



Head into the cavern and watch the skits on both sides of the water.

Hang a left to a cavern area with an **Eleth Bottle C** and **Syrup Bottle x2** and then head back to the water area. Hug the right wall until you can jump in the water again, which leads to a **Steel Scabbard**, and then return the way you came and head north. As you head around the outer area, check behind the pillars to get **Life Bottle x3** about half way and then continue to the end and dive in.

Follow the path, grabbing the chest with **1125 Gald**, and then jump into the water again. Hang a left and hop in the water to reach a new area with **Dark Bottle x2** and **210 Unit(s) of Eleth** in the chests, the **Glintsoul Colony** discovery, and the **Remembering the Past** skit.



At the split above, turn left and hop into the water to find the Glintsoul Colony discovery.

Head back to the split and head north at the split for **Holy Bottle x2**, just before the water. Continue to jump into the water between these two area to get the **Enough With the Water** skit and then continue onward.

Check the large open area to find a **Mastery Tonic C** in the water, the **Deathglow Algae (Discovery)**, gain **Deathglow Algae x3**, and view the **Just a Bite** skit and then make sure to save before jumping in the water.

Boss: Queen Slime

Hopefully, you have Poison Charms or Poison-Paralysis Charms equipped on your character (if not equip them in battle).

This boss can be difficult, mostly because slime enemies (including the Queen) like to divide to increase their numbers. You'll want to focus your attacks on the Queen and let Sophie and Cheria handle the babies, you can set their strategy to target whatever you are not targeting. Using Shockwave Slash is handy, since it has a wide range and can deal a large amount of the babies as they spawn around the Queen, and you'll want to focus on combo chains with Asbel's B-Artes, all of which exploit the queen's Slash weakness.

As for the Queen's attacks, the majority are short range, so running in for a combo

and then backing up is advised. When the Queen reaches low health there is a chance the Queen will split and ruin your chance at the trophy, so make sure you go all out to stun her and take her out before the split.

Defeating Queen Slime in 60 seconds will net you a trophy.



Focus on the Queen Slime, avoiding her attacks, and make sure she doesn't split.



Queen Slime in 60 Seconds

Defeated the ruler of all oozes in a minute or less.

COLLECTED?



When you have control again, walk toward the exit to get **The Only One** skit.

Items Checklist

720 Gald | Fur | Shattered Bone | Rune Dualblade | Rune Guard | Simple Frames |
Pickled Plum x3 | Pasta x3

Discoveries

Vestiges of War

Skits Checklist

A Hopeless Cause | All That Remains

Instead of going north, hang a right toward the beach for **720 Gald** and then follow the path for a scene. Don't rush off to Lhant, instead heading north to the encampment to grab the **Fur**, the **Vestiges of War** discovery, and the **A Hopeless Cause** skit.



Grab the Gald on the beach and then head toward the encampment for a discovery.

Head south toward Lhant, grabbing the **Shattered Bone** on the left side of the road, and don't forget to stop by the Lhant Hill entrance for another skit, **All That Remains**. You can now continue to Lhant and enter for a scene.

You'll automatically be forced into a battle after a scene and the first thing I suggest you do is de-equip your new ally's **Rune Guard** for your own greedy needs. Enjoy the easy fight, with an old ally, and then watch the scenes that follow.



Return to Lhant to stop the surprise invasion and an even more surprising ally.

Instead of heading inside, go to the house next to the windmill and talk to the Elderly Woman for some more **Pickled Plum x3**. Now head back to the manor and enter the lower right room to get **Pasta x3** from the maid. You can now head to the study for a fight that you can't win, despite being able to make a dent.

Discoveries

Massive Skeleton

Skits Checklist

Where All Was Lost | Sweet Revenge | Time and Tide

On your way to Barona, stop by the cottage on East Lhant Highroad for a scene and then continue on to Barona. There's not much to do here, so head to the Barona Catacombs via the Royal Sanctuary and enter the catacombs.

As soon as you enter watch the **Where All Was Lost** skit and head forward until a familiar ally joins the party. Continue to get the **Sweet Revenge** skit on that damned door that mocked you as a child and then check it to continue forward.



In the catacombs you'll encounter someone important and then get revenge on the door.

Follow the path to a large skeleton for the **Massive Skeleton** discovery and then watch the **Time and Tide** skit. You can now enter the South Barona Highroad.



The Lord of Lhant
Completed Chapter 2.

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CHAPTER 3: ADULTHOOD (PART II)

— SOUTH BARONA HIGHROAD —

Items Checklist

Royal Rapier | Iron Guard | Royal Cloak | Red Ribbon | Puffpetal Down x3 | Feather
| Paralysis Charm | Pasta x3 | **Magic Carta No. 5** | Rusted Nail | 658 Gald

Discoveries

Puffpetal Down (Discovery)

Skits Checklist

A Place to Belong | Class Dismissed | Bilateral Alliance

Titles Checklist

Richard: Benevolent Prince | Richard: Long-Lost Friend

Note: If you have the steal effect on any of your characters A-Artes, such as Sophie's Eagle Dive, you can steal **Roe** from the Rising Star enemy. This rare item is hard to find throughout the early game, so it's best to do that now. To do this, set everyone to manual and play only one character to spam the skill until you see a notice above the character images.

As soon as you have control, grab the **Red Ribbon** from the chest nearby and make your way north to examine the purple flowers for the **Puffpetal Down (Discovery)**, **Puffpetal Down x3**, and **A Place to Belong** skit. Continue north and grab the **Feather** from the chest, near the Barona zoneline, and then back toward the cottage by the beach for a scene and a fight.



Make sure to get the Puffpetal Down discovery and the Feather by Barona's zoneline.

You can now talk to the Turtlez by the cottage for a lot of new items, some hinting at a new weapon type for a new ally, and then watch the skit **Class Dismissed** and grab the chest with a **Paralysis Charm**. Inside the cottage is a chest with **Pasta x3** and then talk to the guy, who hints at titles gained by opening multiple chests. Finally, make sure to use the cottage to respawn the sparkling points on the beach multiple times to get the **Magic Carta No. 5**.



Head to the cottage for a skit and then use it to quickly respawn the points for the Magic Carta.

Once you're done getting the Magic Carta, head south from the cottage until you get a funny scene that is very confusing, at first. After the event, get the nearby chest with a **Rusted Nail** and then go southeast for another scene. Make sure to grab the **658 Gald** and watch the **Bilateral Alliance** skit before entering the ruins.

Items Checklist

Steel Shotstaff | Silk Blouse | Long Scarf | Scarlet Aroma | 258 Unit(s) of Eleth | Hyperdense Crystal | Floral Anklet | **Book of Maintenance** | Steel Tunic | Life Bottle x3 | Panacea Bottle x2 | Burn Charm

Discoveries

Projection Device | Silent Stone

Skits Checklist

Takes One to Know One | Gut Archaeology | Touched in the Head

Titles Checklist

Pascal: Vagabond | Pascal: Gifted Engineer | Pascal: Mysterious Groper | Pascal: Ruins Spelunker | Sophie: In the Flesh

Important: Make sure you are using the compass directions and not the screen directions when listening to instructions.

Pascal will officially join your party after a short scene and you'll be on your way in this annoying dungeon. Head south and then take the moving stone to the (compass) east and ride it across. These stones will be how you get around and what make this dungeon annoying.

Take the only moving stone in this new area to get to a platform with enemies and then ride the western block across. Take the only stones you can until you reach another split and then take the eastern block to a platform with a green block that takes you down to the next area.

Take the northern block, which unlocks a gold one, and then head back up via the green block.

Now head back the way we came:

- West
- 2nd North
- North
- East

You will now want to take the southern block to a new area where the gold block has appeared, allowing you to reach a chest with **Scarlet Aroma** and **258 Unit(s) of Eleth**.



Tap the gold block to create a bridge to the items: Scarlet Aroma and 258 Eleth.

Now head back to the save:

- North
- West
- South
- South
- East
- Green

Head south on the block for a scene and a fight.

Boss: Mercurius

This boss is a total push-over, but don't get too cocky when fighting it. Focus your attacks on the Impact weakness and avoid its tail slaps, indicated by the lizard turning around, side-stepping to avoid damage. Other attacks to watch out for are the Mercurius' petrifying stare, indicated by the lizard lowering its body toward the

ground and the red aura on the ground. If you have Petrify Charms you can equip them to deal with the stone effect, but you don't worry if you don't, since it wears off.



The petrifying stare will stone your characters and the tail slap deals heavy damage.

Watch the scene to gain the **In the Flesh** title for Sophie. Examine the console to get the **Projection Device** discovery and **Takes One to Know One** skit and then take the block you didn't arrive on to go south and then ascend via the green block.

Take the south block to a **Hyperdense Crystal** and then east to tap the purple block. Head back North and then East, following the only path available to a **Floral Anklet**, and then continue to the next split with two green blocks. Take the southern one first, grabbing the **Book of Maintenance**, before descending via the north one.



Get the chest before you bump the purple block (left). Make sure you descend for the Book of Maintenance (right), which you can equip to your Eleth Mixer.

Take the only path you can, grabbing the **Steel Tunic** on the way, and then take the eastern-most block to bump another gold one. Take the other southern block to a chest with **Life Bottle x3** and head east to another green block and descend.

Take the only block you can and then examine the floating rocks for the **Silent Stone** discovery and watch the **Gut Archaeology** skit. You can now follow the linear path up and eventually warp out.



Get the Life Bottles before heading deeper into the ruins to find the discovery and skit.

After the cutscene, head back into the ruins and watch the **Touched in the Head** skit. Take the northern blue block twice and then the western-most north block to spot a purple block just west. Take the northern-most west block to hit the purple block and then follow the path from the other block all the way to a chest with **Panacea Bottle x2**. Now continue north and follow the path until you reach the **Burn Charm**.

Now head out of the ruins via this path:

- South
- South
- South
- North
- East
- South
- South
- South
- Warp

Items Checklist

Magic Carta No. 6 | Potato x3 | 1920 Gald | Moist Crystal | Peach Gel x2

Discoveries

Potatoes

Skits Checklist

Settling for Number Two | Risk Management

Follow the path south, grabbing the sparkling points in hopes of the rare **Magic Carta No. 6**, and then continue west until you get a scene. After the scene ends, head southwest a short way to get the **Potatoes** discovery, gain **Potato x3**, and watch the **Settling for Number Two** and **Risk Management** skits.



Make sure to get the Magic Carta in the area (left) and the Potatoes discovery (right).

Grab the chest with **1920 Gald** to the south of the Potatoes and then follow the path to a split. Instead of branching north, head down the southwest path for a **Moist Crystal** and then continue to reach the group of people. If you backtrack east, instead of heading toward Gralesyde, you should see a chest on the northern cliff that contains **Peach Gel x2**. You can now continue toward town to continue the story.

Items Checklist

Pasta x3 | **Magic Carta No. 31** | **Best Princess Stories** | **Canola Seeds** | **Imp Plushie** | **Book of Dissolution** | Minced Meat

Discoveries

Bells of Glory

Skits Checklist

Who You Are | That Would Explain a Lot

Head to the center plaza and then go east to Gralsyde Port. Follow the path until you actually reach the port area to grab a chest with **Pasta x3** on the right and then check a little further on, in the Turtlez transports alcove on the right, to feed another cat.

You can now return to the center plaza and enter the Storehouse to the left of the Item Shop for the **Magic Carta No. 31**. Continue west and into the Inn, just past the Equipment Shop, to watch the **Who You Are** skit at the save and then head through the left hall to check some boxes with the **Best Princess Stories** book. Exit the back door and head east to discover the **Bells of Glory** to watch the **That Would Explain a Lot** skit.



Grab the valuable Magic Carta No. 31 and Best Princess Stories in the buildings.

Head east to a sparkling spot for the **Canola Seeds** across the road and then head

north a little to the alcove near the red sign, where you'll find the well hidden **Imp Plushie** and a guy who you can haggle down to 3,000 Gald for the **Book of Dissolution**. Instead of heading to Duke Dalen, head back to the center plaza and exit the town to the west.



Get the cute plushie and then haggle the man down to 3,000 gald for the Book of Dissolution.

Note: The old woman on the west side of town can make **Minced Meat** for you if you have Beef and Pork in your inventory.

Items Checklist

1300 Gald | Overgrown Crystal | **Magic Carta No. 7** | **Green Cryas** | Carrot x3 | Mariner's Musk | Slow Charm

Discoveries

Carrots

Skits Checklist

Weird Science | Overdue Maintenance

Titles Checklist

Pascal: Wind Summoner

Head west to grab the chest with **1300 Gald** and then follow the path until you head north up a hill, looking behind the western tree for an **Overgrown Crystal**. Continue north and just to the west of the man with the smiley face should be a sparkling spot in some tall grass, which may give you the rare **Magic Carta No. 7**.

If you talk to the smiley face bandit three times in a row you'll trigger a fight, which grants you Pascal's **Wind Summoner** title and the **Green Cryas**.



Make sure to get the Magic Carta and fight the Bandit Lord for Pascal's tWind Summoner.

North even more is a patch of orange that can be examined to discover **Carrots**, gain **Carrot x3**, and unlock the **Weird Science** skit. Hug the east wall as you continue north to find a chest with the **Mariner's Musk** and then head back to the road and continue north, eventually coming to another chest with a **Slow Charm**.

Going further will lead you back to East Lhant Highroad, but you still can't enter Lhant or Barona. That being said, make sure to head to East Lhant Highroad to get the skit **Overdue Maintenance** and then head back to Gralesyde.

Items Checklist

Book of Wealth | **Magic Carta No. 22** | **Magic Carta No. 23** | **Magic Carta No. 26** | **Magic Carta No. 27** | **Crab**

Discoveries

Message in a Bottle

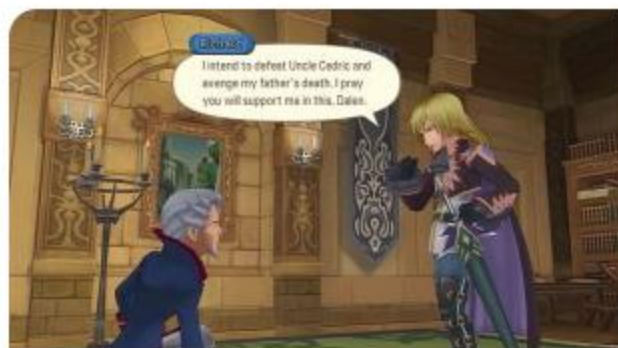
Skits Checklist

Jealous Much? | The Ruins Entrance

Titles Checklist

Asbel: Sword of the King

Head back to the center plaza and go all the way north to reach Duke Dalen's Manor for some scenes to gain the **Sword of the King** title for Asbel.



Head to Duke Dalen's Manor to catch up on what is going on in Barona and Lhant.

Instead of heading for Wallbridge, head back to Dalen's Manor. Check the upstairs chest (password: 4) for a **Book of Wealth** and then go downstairs and leave through the right door.

Talk to the girl on the path to get the **Magic Carta No. 22**, **Magic Carta No. 23**, **Magic**

Carta No. 26, and **Magic Carta No. 27** and then continue along to the beach to examine the bottle for the **Message in a Bottle** discovery, as well as the **Jealous Much?** skit. You can also examine the crab here to get a **Crab** material and then head to the Highroad.



Talk to the maid for some Magic Cartas and then check the discovery on the beach for a skit.

Make sure to stop by the save point on the Highroad for the **The Ruins Entrance** skit and then continue on to the ruins.

Items Checklist

Elven Cloak | Darkshine Crystal | **Book of Talent** | 285 Unit(s) of Eleth | **Fortress Key** | Titanium Scabbard | Apple Gel x4

Discoveries

300 Year-Old Barrel

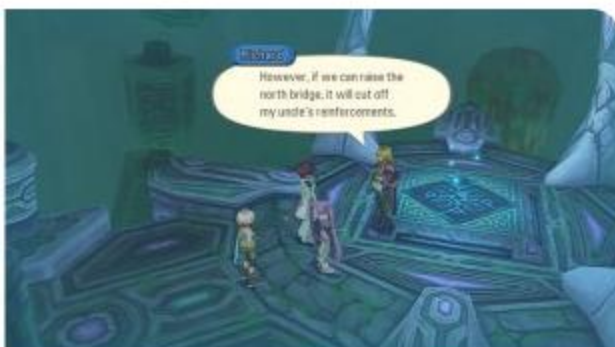
Skits Checklist

Inside the Ruins | Sword of Salvation | Windor Rising | The Price of Violence

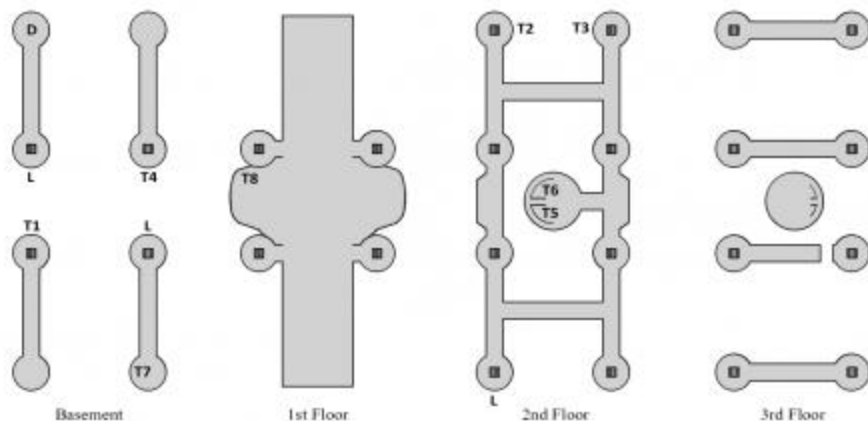
Titles Checklist

Richard: Belligerent Prince

In order to get into Wallbridge you'll have to go through the Wallridge Ruins, via the Highroad. Warp into the ruins to take the north block for the skit **Inside the Ruins** near the next set of blocks and then head west. Use the green block on this platform to ascend, where you'll get a scene, and then warp out.



Head to the ruins and make your way to the warp, getting a skit on the way.



Wallbridge

L = Lever D = Discovery

Treasure List

- 1 Elven Cloak
- 2 Darkshine Crystal
- 3 Book of Talen
- 4 285 Unit(s) of Eleth
- 5 Fortress Key
- 6 Titanium Scabbard
- 7 Apple Gel x4
- 8 2100 Gald

Note: Use the above map to make your way around Wallbridge.

I also suggest you un-equip anything from Richard, such as an accessory, that you want to use for other characters later. He is not a permanent member of the group and leaves soon.

You start on the basement floor of the southwest tower and need to head north to another tower, where you can grab an **Elven Cloak** from the chest. Climb the ladder in the center of the room up two floors, since there is nothing on the 1st floor, and leave to the south.

Head to the center of this area to the save for the **Sword of Salvation** skit and then return to previous tower and leave to the north. In the next tower, go down two floors to the basement and pull the lever, raising the northern bridge for a scene. Leave through the northern door to a room with the **300 Year-Old Barrel** discovery and **Windor Rising** skit and then head back to the previous tower and backtrack up the ladder two floors.



Get the skits at the save point in the south and then one at the discovery in the northwest.

Take the north door this time to the northwest tower to get a **Darkshine Crystal** and then climb up the ladder and cross to the other side. Climb down the ladder for a chest with the **Book of Talent** and then go south to the next tower, taking the ladder all the way down to the basement to find a Turtlez and **285 Unit(s) of Eleth**.

There is nothing north, so climb back up two floors and then head through the door south. Go through the west door here for a scene that gets you the **Fortress Key** and Richard's **Belligerent Prince** title.



Enter the main tower for a scene, with an scary outcome before getting the Fortress Key.

After the scene, grab the **Titanium Scabbard** from the nearby chest and leave the central tower. Head south to the next tower, climbing all the way down to the basement to pull a lever for a scene.

Exit south to the southeast tower for **Apple Gel x4** and then head back to the lever tower and climb up two floors to continue south, leading back to the area with the save. Cross the bridge to the other side and head to the south tower to climb down

and pull the other lever for another scene and then leave through the door for another scene and a fight.

Boss: ???

This boss comes with two standard Royal Swordsmen, who you should focus on taking out first. Once the two minions are defeated you can focus on the boss, who uses a ranged weapon and primarily uses B-Artes.

Focus on using A-Artes, since he is weak to them, and keep your party topped up on HP, since this boss can dish out quite a bit of damage via his ranged weapon and B-Artes. The best strategy is to go all out and perform combos to stun the boss, preventing him from being able to cast his B-Artes. You can also use a Mystic Arte, if you happen to have an Eleth Burst trigger in the fight or built up the gauge before the fight.



Focus your attention on the Royal Swordsmen and then kill the main target, using a Mystic Arte if you have it trigger during the fight.

After the scene, head north and go down the ladder a floor and exit the door to reach the outside, heading south for a scene.

Once Cheria joins the party, head north toward the bridge and enter the tower on the right. Climb up one floor and exit south to enter the central tower for the **The Price of Violence** skit near the guards and then go back the way you came. Head down to the basement and exit north to the northeast tower and take the warp to the Wallbridge Ruins.

Items Checklist

Grape Gel x2 | 2320 Gald | Peach Gel x3 | Holy Bottle x2 | 255 Unit(s) of Eleth | 2160 Gald | Mastery Tonic C | Drop Bottle | Eleth Bottle C | **Book of Precedence**

Take the southern blue block to and platform and descend via a green block. Follow the only block and then the most eastern-most block to pop the gold one up and then take the other blue block on this platform. Head west across a blue block to get the **Grape Gel x2** and then head back to the previous platform and ascend via the green block to get **2320 Gald**.



Clear out the southern section of the ruins first, before you backtrack to the warp.

Descend and backtrack by following this path:

- South
- West
- Ascend

Take the eastern block and follow the path to a chest with **Peach Gel x3** and then backtrack to the warp:

- East
- West
- North

Take the western block this time to ascend via the green block and then take the southern blue block. Follow the path until you see the purple block and then use the nearby blue block to knock it across the gap. You can now follow the blocks back to the eastern blue block that will take you to the purple block you moved, taking the only blue block to eventually reach the **Holy Bottle x2**. Return to the green block and descend to get the **255 Unit(s) of Eleth** and then head back to the other green block to the west and descend again.



Get the Holy Bottle and Eleth units before you make your way back toward the warp.

Head to the northern block this time and then ride the nearby green one to ascend upstairs.

The northern blue block will eventually lead you to a chest with **2160 Gald** and a gold block you can tap, while the eastern blue block from the green blocks platform will allow you to hit the other gold block. You can now head back and take the first green block you come across to descend to get a **Mastery Tonic C** and then ascend back up, head west, and descend again via the original green block.

Descend via the other green block to the east and take the only path a split, where you'll want to take the northern block to tap another gold block. Take the eastern blue block, following the path to another green one and ascend.

The only block here will lead to a **Drop Bottle**, so grab it and then backtrack via the green block. Take the northern blue block this time for an **Eleth Bottle C** and then head west to ascend via a green block. With all the gold blocks in place, you can now get the **Book of Precedence**.



After aligning all the gold blocks, grab the Eleth Bottle C and then make your way up to the chest with the Book of Precedence.

Now head back to Wallbridge via this path:

- Descend
- East
- South
- West
- West
- North
- Ascend
- South
- East
- Warp

Items Checklist

2100 Gald | Peach Gel x3 | Apple Gel x3 | All-Divide | Elixir | Life Bottle x3 | Hourglass | Panacea Bottle x3

Skits Checklist

Hard to Justify | Going Commando? | A Seven-Year Blur

Head back to the central tower and go up the steps for a scene with Richard. After the scene, return to the courtyard and head to the left side of the central area to find the Turtlez, grabbing the chest with **2100 Gald** nearby. When your ready, head for the north gate for another scene.



Meet up with Richard and then check the left side of the grounds for a Turtlez and chest.

Enter South Barona Highroad and start by visiting the save for the **Hard to Justify** skit. As you walk toward Barona you should make sure to talk to every soldier you see for the following items:

- Peach Gel x3
- Apple Gel x3
- All-Divide
- Elixir
- Life Bottle x3

- Hourglass
- Panacea Bottle x3

Make sure to grab the skit next to the group of four soldiers called **Going Commando?** and then head for the Barona Catacombs for a scene. Afterward, view the **A Seven-Year Blur** skit at the save point.



Get all the items from the guards and then watch the funny skit, before heading toward the catacombs.

Items Checklist

Book of Perfection | Mysterious Liquid | Core Dust | Panacea Bottle x2 | 240 Unit(s) of Eleth | 1800 Gald | Peach Gel x2 | Mastery Tonic C | Wiggler Crystal | **Book of Suppression**

Discoveries

Graves of the Unsung | Twin Vases

Skits Checklist

Burial Plans | Separate Worlds

Head through the stone doorway of revenge and go north this time, toward the castle. The chests have respawned, so go onto the broken bridge to grab the **Book of Perfection** and then take the lower path to a **Mysterious Liquid** and **Core Dust**. Backtrack and take the upper path, grabbing the **Panacea Bottle x2**, and take the upper path to **240 Unit(s) of Eleth**.

Return to the stone door and push it, taking the steps down to a lower path, and head west (east leads to the room of doom). Head west a bit, on the north side of the room, to push another stone door for **1800 Gald**, the **Graves of the Unsung** discovery, and the **Burial Plans** skit. You can now continue west to the secret passage for a scene.



Open the restocked chests and make sure to push in the final wall to find the discovery.

Note: The game will automatically choose who you will be fighting with, but you can go to your menu and manually select which 4 members you'd like to use.

Head north to grab the **Peach Gel x2** and then backtrack and head east, moving the block. Follow the path until you get a scene with a strange acting Richard (do you know what's going on yet....) and then head north twice to grab the **Mastery Tonic C**.

Go back down and head west to examine the green vase for the **Twin Vases** discovery and **Separate Worlds** skit. Head south at the save, solve the puzzle to get across the gap, and then exit south for a **Wiggler Crystal**. Head back and then north to another puzzle, solving it to reach a **Book of Suppression**. You can now head back to the save and go north to enter the castle.



Check the discovery and then get the Book of Suppression before entering the castle.

Items Checklist

Life Bottle x3 | Rune Tunic | 315 Unit(s) of Eleth

Discoveries

First Flag

Skits Checklist

Friends Close, Enemies Closer | Slay the Usurper! | A Touching Moment | Eye to Eye

Titles Checklist

Asbel: Knightmare

Note: Don't worry about sticking around until you get all the Soul Orbs. You can get these later when these mobs move to Orlen Woods.

Start by heading east and follow the red carpet until you can exit west, grabbing the **Life Bottle x3**. Follow the carpet back and take the east exit you passed, following the carpet until the next split. Head east and follow the carpet until you reach a **Rune Tunic** and then go west, which leads back to the hall you ran through just a minute ago. Continue west to a save and check the tapestry for the **First Flag** discovery and **Friends Close, Enemies Closer** skit. Save and then continue west for a scene and a fight.



Check the rooms for a Runic Tunic and then get the discovery for a skit.

Boss: Victoria

Victoria has a ton of HP and moves fast around the arena, making her difficult. She will likely go straight for your healer and with one extremely powerful spear attack take Cheria down, so make sure to use a Life Bottle to revive her. Next she usually goes for Sophie, who is a lot more agile and can handle herself pretty well.

Focus your attacks on Victoria's weakness' and watch out for getting stuck in her long combos, by side-stepping or blocking. Use the missed combos as an opportunity to attack her and try and get stuns in, to increase your own combos. If you get an Eleth Burst during the fight you can also unleash a Mystic Arte to finish Victoria off.



Victoria will head straight after your healer (left), so keep her busy distracted with combos.

Heading northeast takes you back to the Turtlez, so go ahead and restock your Eleth if needed, and the head west from the Turtlez. Enter the third room you pass for a

chest with **315 Unit(s) of Eleth** and then continue west for a skit at the save called **Slay the Usurper!**. When you're ready, head to the Throne Room.

Boss: Cedric

Cedric's weakness to Human and Slash attacks make Richard the strongest fighter you have against him. Swap to Richard and use his attacks **Sword Rain: Alpha** and **Poor Form** to spam massive damage on Cedric, making sure you keep him off Cheria. Since Cedric can pack a punch make sure to stay away from him whenever possible, using guard and side-stepping to reduce the damage of his attacks, and avoid him when he is in an **Eleth Burst**, because his **Mystic Arte** is deadly.



Use Richard to deal heavy damage to Cedric, but watch out for his **Mystic Arte**.

Enjoy the scenes that follow and when you have control again head west to reenter the Throne Room. After another scene, return to your party for an addition to the party and then head to the save for the **A Touching Moment** skit.

There isn't much in Barona to do, that you haven't already done, but make sure you check the Inn for requests and the **Eye to Eye** skit. You can now freely explore the areas around Barona, if you wish to complete any Enemy Book data. When you're ready, head to Port Barona and make your way toward Lhant.

Items Checklist

Windor's Military History

Skits Checklist

The Orlen Report

Titles Checklist

Malik: Prisoner of War | Malik: Dismissed Captain | Malik: Silver Hunk

Make your way from Port Barona to Lhant via the East Lhant Highroad and when you reach the roadside cottage, go inside and talk to the smiley face man to receive the **Windor's Military History** and Malik's **Silver Hunk** title. Back outside, watch **The Orlen Report** skit and then head to Lhant for a scene. In order to enter Lhant you'll need to head down to the riverbed and enter Lhant via the canal.



Check the cottage for a scene and then get the skit at the save point outside.

Instead of heading straight to the Lhant Manor, go to Cheria's house and examine the star in her front yard. This is what you'll be doing with all those seeds you've found in sparkling points, so plant the two seed types you have found already. You can now head to the manor, but make sure to save for an upcoming trophy opportunity, and then head into the study and talk to Hubert.

Boss: ???

Firstly, equip some armor on Hubert if you de-equipped him during the Lhant fight. This enemy uses the same Nova barrier skill that the Nova Wolf did back in the Orlen Wood, so make sure you equip a skill like Lightning Strike to destroy it every time he puts this up. Additionally, since Cheria isn't in the party you will want to set Sophie to focus on healing and keeping your party topped off against the enemy's powerful attacks.

This enemy has a large HP pool, meaning that the fight is going to be pretty long. Focus on the Human and Impact weakness to get in some decent combos and possibly stun the target, but make sure to watch out for the enemy's Mystic Arte, Bloody Rose, which can be deadly on higher difficulty and packs a punch on Normal.

Defeating this boss in 60 seconds will net you a trophy.



You'll need to break Richard's Nova barrier to do any damage and create decent combos.



Richard in 60 Seconds

Defeated the friend who betrayed you in a minute or less.

COLLECTED?



CHAPTER 4: ADULTHOOD (PART III)

— NORTH LHANT ROAD - LHANT —

Items Checklist

Watermelon | **Letter to the President** | **Pressed Sopheria**

Skits Checklist

Arrested Development | **The Power of Conviction** | **A Name to be Feared**

Titles Checklist

Sophie: **One and the Same** | Asbel: **Brother's Keeper**

After all the scenes you'll be on North Lhant Road with only Sophie as company. As you head south you'll see a shiny **Watermelon** in the middle of the road, which grants you an attachment that can be equipped via the Status Menu. You can now continue toward Lhant Hill and enter.



Watch the scenes and then gain your first attachment, a Watermelon.

Head for the save point to watch the **Arrested Development** skit (and such... really Asbel?) and then head to the field for a scene. Exit back toward Lhant and check the save point again for the **The Power of Conviction** skit.

Head to the upstairs room in Lhant Manor for a scene at the star and then head to the study for a conversation with Hubert, getting you the **Letter to the President** and Asbel's **Brother's Keeper** title. After another scene, head to the square to regroup with your party and then check the bridge in the square to watch the **A Name to be Feared** skit.



Watch the scenes for an interesting outcome and then activate the skit on the nearby bridge.

Cross the bridge and head toward West Lhant Road for a scene, gaining the **Pressed Sopheria**, and then exit to the west.

Items Checklist

Scale | 1600 Gald | Peach Gel x2 | Rice x3 | **Good-Luck Charm** | **Anonymous Letter**

Skits Checklist

A Name to be Treasured | Like Old Times | Lucky You

Titles Checklist

Pascal: Adolescent Girl | Cheria: An Old Friend, Returned | Cheria: Sympathetic Soul

Enemies

Bear | Giant Bee | Granitoise | Nail Spider | Sabretusk Boar | Scuffler Bear

View the **A Name to be Treasured** skit at the save and then grab the **Scale** in the chest by the Gel Seeds. Continue along the path for a scene that ends with a fight, gaining Cheria's **An Old Friend, Returned** and Pascal's **Adolescent Girl** titles, and then watch another scene.

You can now grab the **1600 Gald** and **Peach Gel x2** in the area, watch the **Like Old Times** skit at the save, and enter the cottage for **Rice x3** in a chest.



Save Cheria and then make sure to get the skit at the save point near the cabin.

Return to Lhant Manor and head to the room across from the study on the first floor for a scene and the **Good-Luck Charm**. Head to the save inside the manor for the **Lucky You** skit and then leave for Lhant Hill.

Make your way to the Friendship Tree on the field for a scene to get the **Anonymous Letter** and Cheria's **Sympathetic Soul** title and then head to West Lhant Road.



Grab up some scene in Lhant (left) and Lhant Hill (right) before heading for Strahta.

Items Checklist

Seashell | Rice x2 | Egg x2

Skits Checklist

Meet the Oswells | What Real Women Eat

Head to the beach for a scene and then go to the save to watch the **Meet the Oswells** skit. You can now head down the southwest path, which was previously blocked, to a whole new area with a **Seashell** in the only chest. Continue until you reach the West Lhant Port and enter town.



Head to the beach to continue toward the port, getting a Seashell on the way.

You will almost immediately get a scene and can then head into the house to grab the **Rice x2** and **Egg x2** from the cabinets. Make sure to watch the **What Real Women Eat** skit at the save and then hop on the ship to Oul Raye.

Items Checklist

Turtlez Tot's Note | Rice x3 | **Magic Carta No. 32** | **Amaryllis Seeds** | Onion x3 | **Book of Sustenance** | Truth Salt x3

Discoveries

Stone of Truth

Skits Checklist

Never Surrender | The Sweet Taste of Deceit

Titles Checklist

Malik: Erudite Fellow

It's nice to finally visit a whole new area and I'm digging the names. After all the scenes you'll get Malik's **Erudite Fellow** title and can head north to help the poor Turtlez Tot from bullies for the **Turtlez Tot's Note**. Enter the house up the steps to grab the **Rice x3**, as well as feeding the cat, and then head back outside and continue on the path, grabbing the **Magic Carta No. 32** next to the Turtlez.



Help the Turtlez Tot for a note and then get the Magic Carta by the normal Turtlez.

Head up the hill to grab the shining **Amaryllis Seeds** and check the sign here for a clue you'll use soon. The man nearby will give you **Onion x3** and then you can check the Inn for requests and view the **Never Surrender** skit at the save.

Down the short set of steps is a chest with the **Book of Sustenance**, which you'll need to enter the (password: turtlez), and then check the blue stone for the **Stone of Truth** discovery, **Truth Salt x3**, and **The Sweet Taste of Deceit** skit.



Unlock the Book of Sustenance and then lick the Stone of Truth in a skit.

Items Checklist

Magic Carta No. 20 | **Mastery Tonic C** | **5100 Gald** | **Arcane Bottle**

Skits Checklist

What's a Rockgagong? | **Unexplored Ruins**

Enemies

Auger Beak | **Filifolia Cactus** | **Inferno Beetle** | **Sabretusk Boar** | **Thief** | **Violet Scorpion** | **Wizard** | **Wyvern**

Head to the save point for the **What's a Rockgagong?** skit and then follow the path. At the first split, head east and make your way to Uncharted Sandstretch.

The battles here will lead to your death, so avoid them at all costs.

Make your way southeast along the linear path, getting any sparkling points to get the **Magic Carta No. 20**, and open the chests with **Mastery Tonic C**, **5100 Gald**, and an **Arcane Bottle**. Continue past the Turtlez to find some ruins and watch the **Unexplored Ruins** skit before you head back to the Craglands on foot or transport to Oul Raye.



Try and get the Magic Carta from sparkling points as you head for the ruins to get a skit.

Items Checklist

Magic Carta No. 8 | 1440 Gald | Strahtan Cactus x3 | Pretty Scarf | **Book of Rare Creatures** | Soaring Crystal | Titanium Anklet

Discoveries

Strahtan Cacti

Skits Checklist

Survival Skills

Head west at the split to grab the **1440 Gald** near the large cactus in the south and make sure to check any sparkling points in this area for the **Magic Carta No. 8**. Continue west until you come across another cactus in the north, next to an NPC, and check it for the **Strahtan Cacti** discovery, **Strahtan Cactus x3**, and **Survival Skills** skit.



Get the Magic Carta from the sparkling points and check the cacti for a discovery.

Check the south for a chest with a **Pretty Scarf** and then talk to the man with the smiley face for a funny scene and the **Book of Rare Creatures**. Follow the southern wall to reach a chest with a **Soaring Crystal** and then a **Titanium Anklet**, before entering Sable Izolle to the west.

Items Checklist

Spice Set x3 | **Book of Cuisine** | **Gerbera Seeds** | **Book of Restraint** | Torn Page | **Magic Carta No. 16** | **Magic Carta No. 19** | Veggie Set | **Magic Carta No. 33** | **Blue Cryas**

Discoveries

Daunting Book | Somnosphere

Skits Checklist

The Spice of Life | Handle with Care | The Eye of Snorin

Titles Checklist

Asbel: Dark Enforcer | Sophie: Great Pirate | Pascal: Water Summoner

Watch the scene and then head across the bridge to talk to the man in white, on the right, for **Spice Set x3**. If you talk to the smiley faced man you'll be able to access a minigame.

Magic Carta, THE GAME!

This is fun for veteran Tales fans, and hell for non-veterans. The only thing I can give you as advice is to bring up the list of Magic Carta's at the end of this guide to find the description of the card. You can pause as soon as the man says the description of the card, find the description in the valuables list, and then unpaue and find the card.

Prizes:

- Win Solo on Easy without him getting any cards to get Asbel's **Dark Enforcer** title.
- Win Solo on Normal without him getting any cards to get the **Book of Cuisine** and Sophie's **Great Pirate** title.



Use the description to match the lines with the correct card for some extra titles.

Note: At level 3 the Dark Enforcer and Great Pirate titles grant a costume for the character, which can be equipped through the Status Menu like Attachments.

Head behind the Item Shop owner to get to the **Gerbera Seeds** near the chef and then cross the bridge to the west to the chest for a **Book of Restraint** (password: rockgagong).



Make sure to grab the seeds by the Item Shop (left) and unlock the chest for a book (right).

Continue up the hill for a scene and then watch the **The Spice of Life** skit at the save point, before checking the small alcove to the right of the save for the **Daunting Book** discovery, a **Torn Page**, and the **Handle with Care** skit. Talk to the Researcher to the right of this to gain the **Magic Carta No. 16** and **Magic Carta No. 19** and then head left to feed a cat.



Get the Daunting Book discovery for a skit and then talk to the Researcher for free cards.

Make your way down the other ramp and across the bridge to reach a guy who can make Veggie Sets, provided you have a Potato, Carrot, and Onion. Continue right around the back of the boxes to reach the **Magic Carta No. 33** and you can then head back to the Research Tower at the center of town and enter.

Check the left side of the area to discover the **Somnosphere** and **The Eye of Snorin** skit and then check the star in the middle of the room for the b and Pascal's **Water Summoner** title. You can now leave town via the western bridge.



Head inside the Research Tower for a discovery and the Water Summoner titles for Pascal.

Items Checklist

Magic Carta No. 9 | Cheese x3 | Spice Set x2 | Eleth Bottle C

Skits Checklist

Longin' for a Ga-gongin'

Enemies

Filifolia Cactus | Granitoise | Mandragora Xerophyte | Melonfake | Sabretusk Boar
| Thief

Watch the skit, **Longin' for a Ga-gongin'**, at the save point and then head west, getting the sparkling points for the **Magic Carta No. 9**.



Watch the skit at the save and then check the sparkling points for the Magica Carta.

When you reach the Turtlez, enter the for **Cheese x3**, and then head north for **Spice Set x2** in a chest. Backtrack south and head west this time, grabbing the **Eleth Bottle C** near the cacti on the north wall, and then continue for a scene.

Items Checklist

Life Bottle x2 | Fangtear Crystal | **Rockgagong Flute** | **Book of Preemption** | Blue Ribbon | Peach Gel x3 | 405 Unit(s) of Eleth

Discoveries

Golden Smile | Enormous Egg

Skits Checklist

All Roads Lead to Where?! | T.M.I. | That House Over There | Egging Her On | The Same Frequency

Enemies

Filifolia Cactus | Mega Star | Melonfake | Granitoise | Red Slime | Sabretusk Boar | **Viscera Parasite**

Avoid the purple stomach acid that deals damage to your party and head to the save for the **All Roads Lead to WHERE?!** skit... wow, so much butt talk. Make your way west for a scripted fight and then jump west across the rocks for the **Golden Smile** discovery, getting the **T.M.I.** skit.



Watch the butt happy skit (left) and then head west for a fight and to find a discovery (right).

Backtrack east and hop toward the hut this time, not heading inside, to grab the **Life Bottle x2** and watch the **That House Over There** skit at the save. Make sure to walk around the back of the house for a **Fangtear Crystal** and then you can head inside the house to find the **Rockgong Flute**.

Head back outside, jump across the rocks northwest rocks, and then jump west again and again to reach the **Book of Preemption**. Go back to where you had to step in the acid to hop across the rocks and then head all the way north and west to for another scripted fight. Jump back and this time go east, pass the save, and jump east across the rocks to the **Enormous Egg** discovery for the **Egging Her On** skit.



Grab the Book of Preemption and then head to the discovery for another funny skit.

Jump back and head south a bit the a set of rocks that lead to another scripted fight and then jump back and continue south via the west rocks. At the far south you'll

need to walk through the shallow acid to reach a **Blue Ribbon** and can then jump east to reach a chest with **Peach Gel x3**. Jump back and head west for **405 Unit(s)** of **Eleth** in a chest and fight another parasite.



Near the Blue Ribbon (left) is two paths, one of which leads to a parasite (right).

You can now make your way back to the save to the north for the final Viscera Parasite fight and then watch **The Same Frequency** skit at the save. When you're ready, go west across the rocks for the boss fight.

Boss: Entrails Parasite + Parasite (6)

This fight is actually similar to the other parasites at the start, and as such shouldn't give you much trouble. I suggest using Malik's Deathmire, coupled with Asbel's Gale Maw, to exploit her weakness in a combo and tear through her HP fairly quickly... even on Hard difficulty.

When you are close to victory the queen will break up into a bunch of small Parasites, all of which like to spam Rock Lance. You'll probably want to edit your party's abilities, turning off standard attacks and have them focus on AOE skills like Cheria's Ethereal Rift (only if Sophie is also in the party to focus on healing), Pascal's Pyrogenic Ring or Malik's Deathmire.



Malik's Deathmire in a combo will do massive damage to this boss (left), but be careful when she is low and splits into multiple parasites (right).

Items Checklist

Rockgagong Fur | Veggie Set x2 | 1080 Gald | Syrup Bottle x2 | Blazing Crystal | Banana x3

Discoveries

Desert Bananas

Skits Checklist

Just a Tourist? | Private Lessons

You actually come out on the cliff to the north of the Turtlez that you passed earlier. If you walk to the edge of the cliff you can Summon the Rockgagong to enter the dungeon or Challenge the Rockgagong to fight it. **DO NOT TRY THIS** without saving, as you will need to come back to this at the end of the game.

Note: Despite the above being said, you can actually steal the rare **Rockgagong Fur** during battle and then flee, but make sure to **SAVE FIRST** and set everyone to manual except the thief. Once you get the item, run for the edge of the map to escape. This will likely take a few times to get it and out okay.



You can challenge the Rockgagong to steal his fur, which is needed for an Inn Request.

Enter the garden of the third entrance on the right, next to a house, for a sparkling point that gives you some **Lassamble Seeds** and then head inside. This is the Oswald's Manor, where Hubert was raised, and you can snag some **Water Goggles** and meet the grumpy old man of the house.



The Oswald's Manor has some Seeds outside and Water Goggles inside.

Head west to enter the White Wine Estate, checking the desk for **Cheese x3** and then feeding another cat, and then visit the Red Wine House, checking the dresser here for **Onion x3** and talking to the maid for more **Cheese x3**. You can now continue north to the Governmental District.

Take a right and run all the way to the East Gate to grab the **Ba'ul Plushie** from the docks and then backtrack back to the Governmental District. Continue north toward the Presidential Palace and stop under the fountain that arches over the path for the **Leadership Qualities** skit.



Grab the Plushie by the East Gate and then head toward the Presidential Palace for a skit.

Head inside the palace until you trigger a scene with the guard and then enter the office for a surprise.

Walk behind the president to open the chest with a **Book of Restriction** (password: duplemar) and then head back into the lobby for another scene, followed by the **Big Trouble for Little Brother** skit. Back outside you'll get the **Great Fountain** discovery and **Fountains of the World, Part I** skits and can then head south to the Residential District for a scene.



Make sure to get the book behind the President before heading outside to get the discovery.

Walk toward the two people under the fountain for a scene and then go east into the Oswald's Manor for another scene. Head south to the Commercial District for another scene with two people by the fountain and then head back toward the palace until you hit another scene. Follow their advice and go to the West Gate for one last scene and then you'll get **Pascal's Diagram** and the **Born Scribbler** title.

Stop by the save to watch the **Drawn Together** skit on your way out and then head back to the President's Office for a scene. You now have access to the West Gate, so make your way there to reach the Strahta Desert (West).

Items Checklist

Magic Carta No. 10 | 1151 Gald | Silver Scabbard | Orange Ribbon | Bluster Crystal | Stone Charm | Upper Quarry Stone | Core Fragment

Discoveries

Sand People

Skits Checklist

No Sweat | No Words

Head to the save point to watch the **No Sweat** skit and as you make your way through the area check the sparkling points for the **Magic Carta No. 10**. If you stick to the north wall you'll reach a chest with **1151 Gald**, followed by another with a **Silver Scabbard**. Check the red sand people near the Turtlez for the **Sand People** discovery, as well as the **No Words** skit, and then head south to find an **Orange Ribbon** by one of the skeletons.



Get the discovery for a skit and then check to the south for an Orange Ribbon.

If you continue southwest you'll reach an open area with an island in the middle, so head south for the **Bluster Crystal** and then circle northwest for the **Stone Charm**. You can now head southwest toward the ruins, getting the **Upper Quarry Stone** on

the north wall and **Core Fragment** just after that.

Items Checklist

Red Scarf | Freeze Charm | Possessed Crystal | Torchflame | Battle Tunic | 4680 Gald | **Book of Duplication** | 435 Unit(s) of Eleth

Discoveries

Ancient Embers | Duplemar

Skits Checklist

Full Steam Ahead | Step by Step | A Serious Matter | Scene Stealer | Pitch Black | Keeping it Together

Titles Checklist

Sophie: Independent Thinker

Watch the **Full Steam Ahead** skit when you have control and then head north. The ruins may be off limits, but Turtlez can still get access by the looks of it. Take the east road and then head north to a colored puzzle, stepping on the puzzle for the **Step by Step** skit, and then step on yellow > blue to cross.



Watch the skit at the entrance and then head inside the ruins for the first puzzle.

Head east down the steps to grab the **Red Scarf** from the northern chest and then circle around to the other side for a **Freeze Charm**. Take the right southern path, head down the stairs, and then go back up the others to reach the **Possessed Crystal** before you continue south to another puzzle.

This puzzle is a bit trickier, mostly because you have to stay in the puzzle area and any step out will reset the puzzle, so step on the yellow > blue > and red to cross. Check the brazier to the west for the **Ancient Embers** discovery, **Torchflame**, and **A Serious Matter** skit and then continue to another puzzle, stepping on red > blue > and yellow to reach the **Battle Tunic**.



Solve the puzzle to reach the Ancient Embers discovery for a Torchflame and skit.

Take the north path at the split to another puzzle and step on the red > blue > and yellow to cross and then head east to grab the **4680 Gald**. Get the **Scene Stealer** skit at the save and then prepare for a fight. (Also, I'm starting to love Pascal... despite my desire not to).



Watch the skit and then approach the Duplemar valkines cryas for a scene.

Boss: Dispater x2

These guys can be beast and therefore you want to get rid of one as quick as possible to minimize the damage you are taking by setting everyone to target the same enemy. Since these enemies use Nova barriers you'll need to either control Asbel or Sophie and make sure that you are using a Nova ability. The other suggested party members are Pascal and Malik for damage and Cheria for Veil of Faith.

There are three major skills you want to watch out for:

- An AOE Flame Breath that has a very short arch back by the Dispat before it begins to breath outward.
- An AOE called Vortex, indicated by a blue cast time, that can be avoided by side-stepping or back-stepping.
- A vertical ray that shots from their mouth, indicated by folding their wings under their body and blue rays coming toward them before they liftoff.

Defeating the Dispaters in 60 seconds will net you a trophy.



Avoid the Dispaters's major attacks by side-stepping or guarding through them to reduce dmg.



Dispaters in 60 Seconds

Defeated the monsters Richard siced on you in a minute or less.

COLLECTED?



After the scene you'll obtain Sophie's **Independent Thinker** title and can approach the valkines for the **Duplemar** discovery and **Pitch Black** skit. Head back to the steps to the west and go west when you can to reach the split to find the **Book of Duplication**, which you should equip asap, and **435 Unit(s) of Eleth**.

You can now make your way back to the entrance, exit to the Stratha Desert (West) for the skit **Keeping it Together** at the save, and then head to Yu Liberte on foot or via the Turtlez.

Head to the President's Office for a scene and a surprise visitor. This marks the end of this chapter.

OPTIONAL SIDEQUESTS

— STRAHTAN AREA —

-- Sophies Homecoming? & Priceless Tools --

Items Checklist

Cherished Locket | Polishing Tools

Skits Checklist

Twenty Minutes | Burning Questions

Titles Checklist

Hubert: Lieutenant | Hubert: Military Governor | Hubert: Dutiful Brother | Sophie: Lucky Girl | Hubert: Steadfast Denier

Head south to the Residential District to talk to the smiley-faced maid force a scene about Sophie and then head south to the next district and talk to Marian, the girl with the smiley face, to begin another event. You can now go to the Inn and watch the **Twenty Minutes** skit at the save and then you should notice that the Inn's Requests now reflect the two events you just saw.



Talk to the maid for a case of mistaken identity and then head to the Inn's save for a skit.

Enter Strahta Desert (West) and head for the ruins. Eventually you'll come across a

star, closer to the ruins side of the map, that will give you a **Cherished Locket** and you can then walk or warp back to Yu Liberte. You can now in the Cherished Locket in to Yu Liberte's Inn Request for a scene and Sophie's **Lucky Girl** title.



Locate the Cherished Locket in the desert and then fill the request in Yu Liberte for a scene.

Enter Strahta Desert (East) and in the area just past the Desert Banana tree you'll see a monster with a smiley-face that you can approach for a fight to gain the **Polishing Tools**. You can now in the Polishing Tools in to Yu Liberte's Inn Request for a scene, Hubert's **Steadfast Denier** title, and the **Burning Questions** skit.

-- Magic Carta & The Mysterious Power --

Items Checklist

Nature's Scarf | Investigation Report

Skits Checklist

A Winning Combination

Titles Checklist

Pascal: Carta Shark | Cheria: Magical Bee | Hubert: Keeper of Secrets

Remember the guy who you played Magic Carta with in Sable Izolle? Well, you should have enough cards to play him on Hard now if you've been getting each zone card and some from the Shops.

The good news is that you should remember a bunch of these, but the bad news is that with more cards there are more options and the AI is faster. While you wait for the loading to happen I suggest you skim your eyes over the cards to try and get a feel for where cards are. I also suggest having your cursor on the buried cards while you wait for the next quote, since you'll have a 1 in however many chance that it is the next card and you can clearly see the card image.

- If you win you get Pascal's **Nature's Scarf**, Carta Shark title and the **A Winning Combination** skit.
- If you win, without him getting a card, you get Cheria's **Magical Bee** title.



Beat the Magic Catra game on Hard for more costume titles and a skit.

Enter Oul Raye and check star by the Stone of Truth for a scene to get the **Investigation Report** and Hubert's **Keeper of Secrets** title. You can now turn the Investigation Report in to Sable Izolle's Inn Request.

-- Frederics Lost Treasure & The Secret Proposal --

Items Checklist

Beloved Handkerchief | **Trade Permit** | Charbroiler

Titles Checklist

Asbel: Son of a Hero

Head to Lhant and go plant your seeds at Cheria's House before you head head inside to start a sidequest with Frederic. You can now head to the upstairs room in Lhant Manor to talk to Asbel's mother to begin another sidequest.



Speak to Fredrick at Cheria's and Lady Kerri in Lhant Manor to begin a set of sidequests.

Head to the Item Shop in Barona and check the star for a scene to gain the **Beloved Handkerchief** and then head to Barona Castle, heading down the east corridor to talk to the smiley-faced man for an informative scene to get the **Trade Permit** and Asbel's **Son of a Hero** title.

You can now turn in the Beloved Handkerchief in to Barona's Inn Request for a scene and the **Charbroiler** item. You can also turn the Trade Permit in to Oul Raye's Inn Request.

-- Tremors at Wallbridge & Strange Folk --

Items Checklist

Wallbridge Evidence | Forktorquer

Titles Checklist

Sophie: Heavenly Emmissary

Head to Duke Dalen's Manor in Gralesyde to talk to him for a scene that begins a sidequest and then check the second floor of the Inn to meet Joe, starting a long sidequest and get Sophie's **Heavenly Emmissary** title.



Speak with Duke Dalen and don't forget to meet Fiery Joe at the Inn...I insist!

You can now need to head to the Wallbridge Ruins, but due to the position of the blocks on the west side you'll want to enter from the Gralesyde Highroad.

Follow these direction to get to the projection machine you visited earlier:

- Descend
- East
- North
- Ascend
- West
- Descend
- North
- West
- South
- Ascend (when leaving, use the northern green block)

- East
- East
- North
- North
- West
- Descend
- North

Approach the monster for a fight to gain the **Wallbridge Evidence** item and then exit by using the above directions in reverse (West is East, South is North, etc). You can now turn the Wallbridge Evidence in to Gralesyde's Inn Requests for a scene with Dalen and the **Forktorquer** item.

-- Hide-and-Seek --

Items Checklist

Feather Badge

Skits Checklist

War Games

Titles Checklist

Cheria: Hide and Seek Honcho

Important: I suggest you spend all your money so you have under 1,000 gald, because this quest will take away whatever you have (even if it is 100k).

Head to the central tower of Wallbridge to talk to the smiley-faced maid to start a game of hide-and-seek with some children and then head up to the roof to buy a Croquette from the Turtlez. Exit the central tower and head north, through the tower, to the far northeast tower and check behind the pillar for **Child #1**.

Exit the tower, cross the bridge, and enter the northwest tower to talk to a guard and loan him some money. Exit and head south to another tower and climb down two

floors, checking behind the crates on the left for **Child #2**. Head through the north door to talk to the guard multiple times until he moves, revealing **Child #3**, and then enter the room and check behind the discovery for **Child #4**.



You'll need to make the guard move by talking to him to find the 3rd and 4th child.

Return back to the previous tower, climb up two floors, exit south to another tower and then climb up to the roof to find another guard who wants some Croquettes. Luckily, you bought those Croquettes early and can hand them over, allowing you to hug the south wall to find **Child #5** near the crates at the end of the path. Return to the tower, climb down two floors, and exit to the ground level to find **Child #6** hiding behind the Turtlez transport.

Enter the southeast tower in this courtyard, climb downstairs, and exit south to talk to the guard and hand over three Life Bottles to make him move, getting the **Feather Badge**, and allowing you to find **Child #7** just a few steps further. Enter the tower to the south to talk to the guard for a scene and then check under the bed for **Child #8**.



Give the Life Bottles to the guard for the Feather Badge and then head inside for a scene.

Once you have found all the children you'll automatically return to the central tower for a scene and gain a **Feather Badge**, Cheria's **Hide and Seek Honcho** title, and the **War Games** skit.

-- Strange Folk & What Became of Bryce --

Items Checklist

Salisbury Steak x3 | **Windor Crest** | Bryce's Claws

Head to the Barona Inn and check upstairs to meet Joe, again, for a scene and a Salisbury Steak x3.



Meet up with Fiery Joe and his punishing big sister, Annie, a professional chef.

Head to Orlen Woods, where the normal enemies have been replaced with those of the castle. If you want to finish off the Soul Orb gathering from Barona Castle you can take the time to farm here, but your objective is to head to where you fought the Nova Wolf.

Boss: Bryce (2)

Bryce can pose a serious threat due to an ability that can one-shot your characters and another that does serious damage. I suggest you put Cheria and Sophie in your party for mass healing and take advantage of guarding. It is also a good idea to have a Curry in your Eleth Mixer, the Books of Satiation, and the Book of Cuisine for two free revives.

You will spend most of this battle making sure your AI characters stay alive and get out of range of Bryce's one-shot skill, indicated by a long charge up with a red aura. Make sure you know which D-Pad directions leads to each character and as soon as

you see the red aura switch to move them out of the way. You may also want to switch to an AI taking heavy damage and move them away until they get healed.



Bryce is fast, using a lot of slash attacks that can tear through your health (left). Watch out for his one-hit ability that will kill anyone left in its wake (right).

For reference: I used Asbel, Malik, Cheria, and Sophie all at about level 40 and had to use a few Life Bottles when I missed getting the AI from the instant death attacks.

You get the **Windor Crest** and **Bryce's Claws** for winning and can now turn the Windor Crest in to Barona's Inn Request.

Items Checklist

Pork Curry x3 | Battle Sword

Titles Checklist

Malik: Winged One

Now to follow Joe and his gang around the world.... Stalker!

Head to the Inn in the following towns to find Joe and his gang and gain the following items:

- Oul Raye: Malik's **Winged One** title
- Sable Izolle: **Pork Curry x3**
- Yu Liberte: **Battle Sword**



Follow Fiery Joe and his family around Strahta at Oul Raye (left) and Yu Liberte (right).

CHAPTER 5: ADULTHOOD (PART IV)

—— STRAHTA DESERT (NORTH) - NORTH YU LIBERTE PORT ——

Items Checklist

Magic Carta No. 11 | 2080 Gald | Truth Salt | Moon Anklet | Silver Frames | White Wine

Discoveries

Dried-Up Well

Skits Checklist

Fight Me, Brother! | My Reasons Are My Own | I Demand a Rematch! | Alas and Alack | Furtive Glances | Piercing Glances

Titles Checklist

Hubert: Restorer of Pride

Check the sparkling points for the **Magic Carta No. 11** and then head northwest for **2080 Gald** between some cacti. Continue north for the **Dried-Up Well** discovery, a **Truth Salt**, and the **Fight Me, Brother!** skit.



Make sure to get the Magic Carta and then check the discovery for a skit and fight.

There are three potential outcomes:

- Lose: **My Reasons Are My Own** skit
- Retry: **I Demand a Rematch!** skit
- Win: **Alas and Alack** skit and Hubert's **Restorer of Pride** title

Note: If you win you will get all skit entries, so don't worry about losing. You can watch the other skits later at the Katz Korner optional area.

Grab the nearby **Moon Anklet** and continue east to find the **Silver Frames**, just west of the save, and watch the **Furtive Glances** skit at the save. You can now enter the North Yu Liberte Port.



Get the Silver Frames and then check the save for a conversation about Cheria's skirt.

Enter the home to grab the **White Wine** and then head to the ship for a scene, watching the **Piercing Glances** skit afterward.

Important: If you head back to Oswell's Manor in Yu Liberte you'll get a scene. You must do this if you want to complete 100% of the sidequests.

Items Checklist

Spy's Letter | **Daphne Seeds** | Red Wine | Sweet and Sour Eel x3 | **Magic Carta No. 35** | **Book of Metabolism** | Battle Sword | Mastery Tonic EX | Elixir | **Hand-Drawn Map** | **Daily Medicine** | Cod

Discoveries

Annals of Victory

Skits Checklist

Knight Moves | Observing the Observer | En Guardian

Titles Checklist

Hubert: The Youngest Lieutenant

After all the scenes you'll receive the **Spy's Letter** and Pascal gets you into trouble again, as usual. Head right to grab the **Daphne Seeds** and **Red Wine** and then feed a nearby cat. You can also examine the metal crest on the right of the stairs for the **Annals of Victory** discovery and **Knight Moves** skit and then check the star to meet up with Joe and his gang for **Sweet and Sour Eel** x3.



Make sure to get the discovery and then check the star to meet up with Fiery Joe.

Check the left side of the dock area to find the Inn, grab the **Magic Carta No. 35**, and

watch the **Observing the Observer** skit at the save. You can now head up the steps to the top of Riot Peak for a **Book of Metabolism** (password: riot peak) on the right and then talk to the receptionist to start a series of fights.

The fights that follow are all with standard enemies that you have fought before, but there is increased numbers. Make sure you focus on protecting your healer so they can keep the party alive and you should have no problem reaching the Fendelian soldiers. The ranged weapon soldier should be your first target, since he will hang back and damage you from afar, and then you can take out the clawed soldiers.



Battle your way through the trails to the Fendelian soldiers and defeat them for a scene.

Once defeated, a scene will occur and you'll gain Hubert's **The Youngest Lieutenant** title. Head back to the Inn's save to watch the **En Guardian** skit and you can then take on the Riot Peak Trials, if you wish.

Taking on Riot Peak:

You will likely be unable to finish it a whole match at this time, as you'll probably get killed somewhere around floor 25 out of 31, but this doesn't mean you shouldn't attempt them for a couple of things worth getting.

I suggest playing as Sophie, since she can heal herself and dish out some massive damage. Set her B-Artes all to attack except for non-direction + O to Heal, so you don't accidentally trigger it when performing any other B-Artes and getting stuck at the worst time. Start the fight and go until you die to get as many rewards as possible. Try to get to at least floor 20, so you get the **Battle Sword**, **Mastery Tonic EX**, **Elixir** and **Hand-Drawn Map**.

After you die you can go back and replay certain sections to fight the enemies and steal rare items: Start at floor 6 and in the last battle against the Harpy x2 and Scepterista, kill off the harpies first and then use Eagle Dive (Up, Up A-Arte) until you steal the **Daily Medicine** or she dies (This requires that you have used the A-Artes title for Eagle Dive to add the steal effect to the item). Also of note is the Mammoth Specter, which you can steal **Cod** from.



You can redo floors to battle enemies over again, like the Scepterista for the Daily Medicine.

To continue you'll need to talk to the spy for a scene and then head to Velanik via the ship.

Items Checklist

Crab x2 | Fancy Fur | **Magic Carta No. 12** | Peach x3 | Anonymous Seed | Seascale Crystal | 2520 Gald | Green Ribbon

Discoveries

Peach Tree

Skits Checklist

Just Peachy | Border Crossing | Just Another Coinkydink

There's not much to do here, so head into the house for the **Crab x2** and then leave.

Follow the path, grabbing the **Fancy Fur** and sparkling points to find the **Magic Carta No. 12**, and then examine the tree for the **Peach Tree** discovery, **Peach x3**, and **Just Peachy** skit.



Make sure to get the Magic Carta in this area and then check the little butts tree.

Keep going east and when you reach the split head east, toward the fortress that divides Fendel from Lhant, to find chests with an **Anonymous Seed** and **Seascale Crystal**. At the border, watch the **Border Crossing** skit and then backtrack.

Head north at the split for a scene and then watch the **Just Another Coinkydink** skit by the crater. Head north to follow the west wall, backtracking up the cliff south for a

chest with **2520 Gald**, and then continue north against the west wall for another chest with a **Green Ribbon**.



Talk about the Coinkydink of your situation and grab the chests, including the Green Ribbon.

You can now make your way to Velanik, but you should make sure to have 5 Strahteme Horn's before you enter town.

Items Checklist

Battle Knives | **Book of Deduction** | **Niferum Seeds** | Kaigar's Script | **Best Princess Stories** | **Magic Carta No. 36** | Veggie Set | Milk | **Bush Baby Plushie** | Seafood Set | Spoon

Discoveries

Kaigar's Script (Discovery)

Skits Checklist

Misery Loves Company | Bananas For Bananas | Who-Knows-What

Titles Checklist

Cheria: Kind-Hearted | Cheria: Good Samaritan

Head straight for the Inn, it's the biggest building, to watch the **Misery Loves Company** skit at the save and then rest at the Inn for a scene. Now head to the stage for another check in with Joe and his siblings...these guys are just ridiculous, but I'm enjoying their gifts and this time you get some **Battle Knives**.

Head up the stage to reach the backstage area for a locked chest with a **Book of Deduction** (password: strah teme), grab the **Niferum Seeds**, and a **Best Princess Stories** book in the blue box. You can also discover the **Kaigar's Script (Discovery)**, get the **Kaigar's Script**, and watch the **Bananas for Bananas** skit.



Backstage, make sure you get the Best Princess Stories and the Kaigar's Script discovery.

Head back to the entrance, checking to the right of the small child for the **Magic Carta No. 36**, and then enter the residence to the west and check the dresser for a **Veggie Set**. Head east for a scene and since you already have the five horns you can hand them over now and gain Cheria's **Kind-Hearted** title.

Enter the residence to the east of the Inn and check the dresser for some **Milk**. You can also get the **Bush Baby Plushie** in the chest, feed the cat, and make Seafood Sets via the child if you have three types of fish.



At the residence, where a kid will make you Seafood Sets and you can get a cute plushie.

Exit the residence to the east, talk to the child, and then head south to open the chest for a **Spoon**. The smart ass reveals that he's tricked you and won't move unless you pay the 1,000 Gald to get him to move. Pay it and then head north and check behind the well to get the money back.

Back inside the residence the boy will explain the situation and ask you for money every time you talk to him: 200, 400, 800, 1600, 3200, and 6400. If you pay all of the

money you'll get Cheria's **Good Samaritan** title.

Return to the Inn for some more scenes and then view the **Who-Knows-What** skit at the save. You can now head for the northwest side of town and enter the mountain pass.



Help the kid and his mother for a title and then head to the Inn for a scene.

Items Checklist

Magic Carta No. 13 | **Dark Bottle x2** | **Platinum Tunic** | **Suspicious Powder x2** | **Syrup Bottle x2** | **Leafy Balm** | **3240 Gald** | **Grape Gel x2**

Discoveries

Frozen Tree

Skits Checklist

The Cold, Hard Truth | **What Lies Ahead**

Follow the linear path, grabbing any sparkling points for the **Magic Carta No. 13**, and take the right path at the split for **Dark Bottle x2** and a **Platinum Tunic**. Backtrack to continue north to enter the door for **Suspicious Powder x2** and then watch the skit **The Cold, Hard Truth** at the save point outside.



Grab the treasure on the branch before you reach the save point for a skit.

You can't go east, so head west to a split and head south to reach the **Syrup Bottle x2** and **Leafy Balm** before backtracking and continuing north. Examine the tree for the **Frozen Tree** discovery and **What Lies Ahead** skit and then check behind it for a chest with **3240 Gald**.



Examine the Frozen Tree for a discovery and then check behind it for some gald.

To the east is a chest with **Grape Gel x2** and the tunnel on the right leads back to the save point. Not much of a shortcut, but it does count as zoning and respawns all the sparkling spots. You can now head west from the split to leave the pass.

Items Checklist

Weak Charm | Gold Scabbard | **Magic Carta No. 14** | Cabbage x3 | 2880 Gald

Discoveries

Cabbages

Skits Checklist

High-Rish Highlands | False Pretenses

alk to the smiley-faced man for a funny scene. If you got the Rockgagong Fur already then all you have to do is turn the quest in when you get to Zavhert to complete this sidequest.

Follow the linear path to grab a **Weak Charm** behind a rock and then continue, getting the **Gold Scabbard** and sparkling points for the **Magic Carta No. 14**. Head north down a dead end to find the **Cabbages** discovery, gain **Cabbage x3**, and watch the **High-Risk Highlands** skit.



Get the Magic Carta in this area and don't forget to stop by the cabbages for a skit.

Backtrack to head west into a large area, checking the north side for a chest with **2880 Gald**, and then continue west to the save point for the **False Pretenses** skit.

Items Checklist

Salmon x3 | Grape Gel x3 | Mastery Tonic C | Mastery Tonic EX | Pie Sheet x3

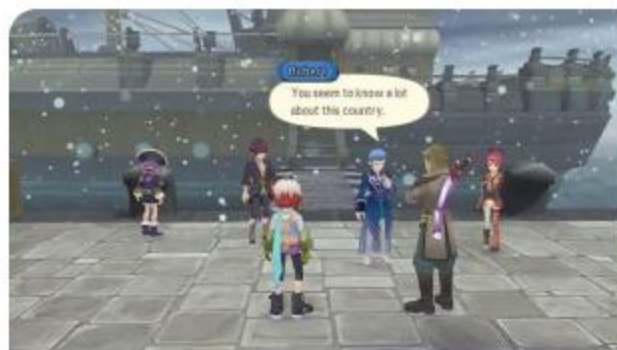
Skits Checklist

National Crablette Day

Titles Checklist

Sophie: Prone to Worry | Asbel: Carta Collector

Head to the dock for a scene and then stop at the save point for the **National Crablette Day**, if you have a Crablette on you. Grab the **Salmon x3** on the right side of the dock, obscured by a tree, and then board the ship to Zavhert Port.



Watch the scene on the docks and then observe Sophie's obsession with Crablettes.

Upon arrival you'll get Sophie's **Prone to Worry** title and you can then talk to the Elderly Man, who will give you rewards based on how many Magic Carta cards you have:

#	Reward
5	Grape Gel x3
10	Mastery Tonic C
20	Mastery Tonic EX
30	Asbel's Carta Collector title
40	Lost Anklet
50	Mastery Tonic G

At most you'll have around 30 cards and gain everything up to Asbel's **Carta Collector** title, so remember to come back here later in the game for the last two items. Head into the residence to grab the **Pie Sheet x3** and then leave to Zavhert.

Items Checklist

Old Military Credentials | **Magic Carta No. 37** | Crab x2 | **Best Princess Stories** | **Book of Finesse** | Rice x2 | **Bloody Rose Seeds** | **Katz Plushie**

Discoveries

Bottomless Pipes | Doll-Within-A-Doll

Skits Checklist

Piping Up | The Dubious Man | No More Suffering | A Surprising Theory | All in the Timing

Titles Checklist

Malik: Imposing Figure | Malik: Environmental Minister | Hubert: Senior Younger Brother | Pascal: Real Amarcian

After the scene you can move five steps before another scene catches you, getting the **Old Military Credentials** and then head into the nearby house to talk to a smiley-faced girl. This girl will collect all the plushies you find, so help decorate her room by talking to her multiple times to hand what you have over.



After Malik saves the day, head into the house to help decorate the child's room.

Walk west a bit and up the stairs to get the **Magic Carta No. 37** and then continue

west to examine the large pipes for **Bottomless Pipes** discovery and **Piping Up** skit. Enter the nearby house for **Crab x2** from the black container and feed another cat before you check the back of the house for the **Doll-Within-A-Doll** discovery and **The Dubious Man** skit (seriously, give it up Hubert!).



Make sure to get both discoveries for some fun skits... keep trying Hubert!

Follow the path west to talk to the man at the bottom of the steps and then head upstairs and into another nearby house. Check the dresser near the bed for another **Best Princess Stories** book and then exit and head east to the Inn.

Enter the Inn to watch the **No More Suffering** and **A Surprising Theory** skits and then turn in the Rockgagong Fur to get Malik's **Imposing Figure** title. Notice the trash can next to the Inn desk? Well, if you throw all that Trash you've gotten from sparkling points away you'll receive Malik's **Environmental Minister** title.

Head west on the first floor to a room with find Joe, receiving Hubert's **Senior Younger Brother** title this time, and open the chest for the **Book of Finesse** (password: ironspike). You can now head upstairs into the second room for **Rice x2** and **Bloody Rose Seeds**.



Make sure to check in with you favorite NPC and then head upstairs for some seeds.

Head outside and go south from the shops to find a child selling a **Katz Plushie** for only 10 galld and then talk to the soldier outside the Equipment Shop for a scene.

Head back toward the Inn and talk to the soldier for a scene in which Pascal is totally nonchalant about outing herself and it turns out we have more than one "dead" ally in the group. After the scene you'll get Pascal's **Real Amarcian** title and can head back to the Inn for the **All in the Timing** skit.



You'll earn that one of your allies is extinct and the other is just plain dead, fun!

Any soldiers you walk into will result in a fight, so when you're ready exit town to the west.

Items Checklist

Life Bottle x2 | **Magic Carta No. 15** | **Raw Materials** | Radish x3 | 495 Unit(s) of Eleth | Grape Gel x2 | Pumpkin x3 | Pretty Feather | Blue Scarf | Gold Frames | Fine Wood | 3670 Gald | Formless Crystal

Discoveries

Radishes | Pumpkins

Skits Checklist

Dear Diary | Gone Astray | Short and Sweet | Winds of Change

Titles Checklist

Pascal: Fire Summoner

Head west along the south wall to a chest with **Life Bottle x2** and then continue to the northwest, grabbing any sparkling points for the **Magic Carta No. 15**).

At the fork head south twice to reach a chest, that is actually a Fake, granting the **Raw Materials** and Pascal's **Fire Summoner** title when defeated. Backtrack, taking the northwest path, to find the **Radishes** discovery, gain **Radish x3**, and watch the **Dear Diary** skit.



After getting Pascal's Fire Summoner title, take the nearby branch for some Radishes.

Further west, get the **495 Unit(s) of Eleth** in the chest and watch the **Gone Astray** skit at the save point.

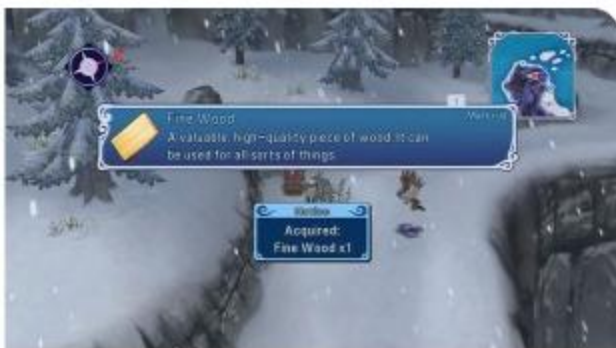
Backtrack all the way to the first intersection and go northwest to a chest with **Grape Gel x2**. When you reach another split head west, which leads to the **Pumpkins** discovery, **Pumpkin x3**, and the **Short and Sweet** skit.



Make sure to check the Pumpkins for another skit about Cheria's skirt length.

Grab the **Pretty Feather** to the west and then follow the path northwest to a **Blue Scarf** in some brush. Back up a bit and continue northeast to another split, heading east to the save point to watch the **Winds of Change** skit.

Instead of heading north toward the Enclave, head southeast to find the **Gold Frames** in an alcove and then follow the path south for some **Fine Wood**. Since continuing south just loops back to the beginning you can return to the save point and head north. Follow the path to a split and head south for **3670 Gald** and then backtrack and continue north for a scene and a fight.



Get the treasures to the east of the save point before moving on for a scene.

Boss: Bladehorn Boar

Both Malik and Hubert are excellent in this battle, due to their ability to do massive damage and petrify the boss, but I suggest that you have Malik focus on B-Artes, while Hubert should focus on aggressive A-Artes. I also suggest you put Sophie in as your healer as she is more durable.

The Bladehorn Boar's major attack is a Charge across the battle arena, usually followed by a shake of its large horn. While the battle starts out easy, the Boar will summon minions that distract you from keeping it stun locked or petrified. During this period you need to avoid the charge attacks or guard while you focus on taking out the minions. Once the minions are dead you can aggressively finish off the Bladehorn Boar.



Focus on taking out the minions and try to avoid the Bladehorn Boar's Charge attack.

After the scene follow the path north to a Turtlez and **Formless Crystal** and then exit the area.

Items Checklist

Chocolate x3 | Mandarin Scarf | Rune Shotstaff | Battle Shotstaff | Platinum Shotstaff | **Book of Acquisition** | **Drill** | **Magic Carta No. 38** | Milk x3 | **Jack-in-the-Pulpit Seeds** | **Research Sample**

Discoveries

Chocolate Fountain | Robo-Pet

Skits Checklist

The Transplanted Land | Fountains of the World, Part II | Anything You Like! | Whence and Whither

Titles Checklist

Pascal: Puzzle Cracker | Pascal: Alchemist | Cheria: Only Child

Head to the center of town and then head west all the way to the save point for the **The Transplanted Land** skit. The nearby fountain can be examined to get the **Chocolate Fountain** discovery, gain **Chocolate** x3, and watch the **Fountains of the World, Part II** skit.



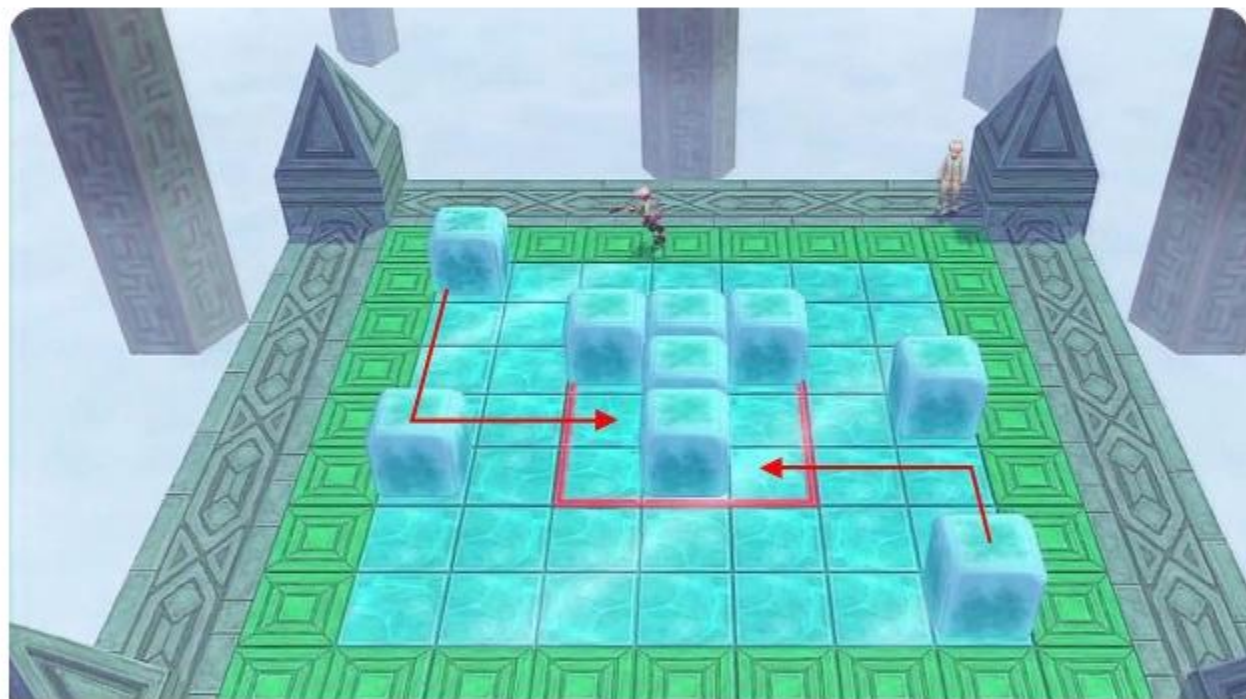
View the skit at the save point and then check out the cool Chocolate Fountain.

Nearby you should see Joe and gang, who rewards you with the **Mandarin Scarf**, and you can then go back east to talk to the smiley-faced person to play Shot Cube.

Shot Cube

Stages 1-3 are practice and reward you with a **Rune Shotstaff**.

- Stage 1 and 2 are pretty straight forward.
- Stage 3: Start from the top of the screen and move around counter-clockwise, pushing the corner blocks toward the side blocks and then pushing them into the center.



Stage 3: Make sure to push the blocks down/up before you push them in.

Stages 4-6 are pretty easy and reward you with a **Battle Shotstaff**.

- Stage 4: Push in the group of two blocks on the left side and then push in the blocks on the top and bottom.

- Stage 5: Push the top left block right and then push the top blocks in, push in the block on the left side, and then push the two bottom corners in toward the bottom block and then in.
- Stage 6: Push in the top block and then you can push in the two blocks on the top left and top right, push the other left block off to the right side, push in the bottom block, and then push in the group of two blocks.

Stages 7-9 are more difficult and reward you with a **Platinum Shotstaff**.

- Stage 7: Push the top right block down, push the left block across to the right, push the top blocks in, and then push in the rest of the blocks.
- Stage 8: Push the bottom left block in, push the top middle block on the right side in, push the top right block down and then in, push the bottom block in, and then push in the rest of the blocks.
- Stage 9: Push the bottom right block left, push the top left block right and in, push the top block down to the bottom blocks, push the right block in, push the bottom left block up and then in, and then push in the rest of the blocks.



Stage 9: Create stoppers for the other blocks to eventually stop on before pushing them in.

If you complete all 3 stages you get Pascal's **Puzzle Cracker** title.

To the north is the Equipment and Item shops, which have stocked some cool new items, but there is nothing else here of note.

Back at the entrance, head east and then north to enter the Fourier's house near the two women talking. Open the locked chest (password: gauss) for a **Book of**

Acquisition and then check the drawer at the back of the room to gain a **Drill**.

Head back outside to feed the cat and then enter the opposite door to enter Pascal's house. After the scene, check the room for the **Magic Carta No. 38**, **Milk x3** in the drawer, and the **Robo-Pet** discovery for the **Anything You Like!** skit.



After the scene at Pascal's place, check the little robot dog discovery for a skit.

To reach the Overseer's Chamber you'll need to head back to the main part of town and then head north down the steps.

After the scene with Poisson, check behind the pillars on the right for the **Jack-in-the-Pulpit Seeds** and then head back to town. Head for the town exit to talk to the smiley-faced man for a scene and then return to Pascals' House to find the **Research Sample** and get Cheria's **Only Child** title.

You can now turn the Research Sample in at the Inn and then stop at the save for the **Whence and Whither** skit.

Items Checklist

Working Gear | Grape Gel x3 | Panacea Bottle x2 | Star Anklet | All-Divide | Platinum Scabbard | Orange Scarf | Holy Bottle x2 | 525 unit(s) of Eleth | Busted Blade | **Book of Serendipity** | Chocolate-Covered Banana

Discoveries

Eleth Recharger | Profane Creation

Skits Checklist

A Lady's Prerogative | Fatherly Advice | Sins of the Brother | A Fundamental Flaw | Accessorizing with Asbel | The Island of Dr. Fourier | Irrelevant Nonsense

Walk south through Mt. Zavhert to the save point that you used prior to the Bladhorn Boar for the **A Lady's Prerogative** skit and then head back to the Turtlez to teleport to Zavhert's west gate.

If you head into town you can turn in the Raw Materials to the Zavhert Inn for a **Platinum Bladerang** and then re-enter Mt. Zavhert to watch the **Fatherly Advice** skit at the save point. You can now continue to the Fendel Research Laboratory.



Learn why the Overseer doesn't talk to people and then return to Zavert for some side stuff.

Make your way to the Fendel Research Lab for a scene and then head north for the **Sins of the Brother** skit. Enter the lab, following the path west, and enter the first door past the elevator to get a **Working Gear**. Enter the next door, where a puzzle needs to be completed to open the nearby security gate, so push in the block and then talk to the monolith to access a new area in the previous section and take the elevator down.



Grab the Working Gear and then enter the next room and solve the puzzle to open the gate.

Enter the first room for **Grape Gel x3** and the second for **Panacea Bottle x2** and then follow the path around the area until you reach the next puzzle. To complete the puzzle, push the bottom left block up and then move the other block over and up. You can then talk to the monolith to unlock the gate to reach the next elevator and take it down.

Enter the first room for a **Star Anklet**, the **Eleth Recharger** discovery, and the **A Fundamental Flaw** skit and then enter the second room for an **All-Divide**. At the first split head right to reach a room with a **Platinum Scabbard**, which you can equip for the **Accessorizing with Asbel** skit, and then head back and continue.



Get the Eleth Recharger discovery for a skit (left). When you gain the Platinum Scabbard, equip it for another skit (right).

To complete the puzzle you'll need to move the bottom left piece out of the way so you have room to push the block up and over and then you can move the other piece back. Don't forget to talk to the monolith to unlock the gate so you can take the elevator down.

Follow the path to a split and head north to find an **Orange Scarf** in the room at the end of the path and then backtrack. Take the east path this time to an elevator and head down, continuing to the next room with a puzzle. You'll need to push the bottom left piece of the puzzle into place first, followed by the top right one, and lastly the bottom right piece to access the monolith.

Head through the gate and go all the way east for **Holy Bottle x2**. Take the nearby elevator up to a new area with the **Profane Creation** discovery, **The Island of Dr. Fourier** skit, and **525 unit(s) of Eleth** in the rooms on each side of the elevator and then head back down to the previous split.



Take a look at that creature inside the Profane Creation and then grab the Eleth next door.

Head north, taking the next right turn, to reach a chest with a **Busted Blade** and a locked door. You can now backtrack and take the elevator down to the final area for a fight.

Boss: Veres

Veres is a chimera that is weak to Bird, Reptile, Beast, and Dragon attacks... meaning almost any attack with a monster type will inflict heavy damage on it. Go with a party of heavy damage dealers, Hubert on aggressive A-Artes and Malik or Pascal, and Sophie as the healer to maximize your damage output. Like many other bosses, Veres summons allies that can be an annoyance and should be taken down quickly.

The one thing to watch out for is getting cornered against a wall and getting owned, so make sure to quick-step around Veres anytime you notice you're too close to a wall and you should be fine.



Hubert can aggressively take on Veres, allowing you to easily get 50+ combos (left). Make sure to not get cornered by Veres multi-hit attacks.

After the scene, examine the monolith nearby to open the previous security gate and head back outside and veer right down the hall to a room with the **Book of Serendipity** and **Chocolate-Covered Banana**. Return to the lab and make sure to watch the **Irrelevant Nonsense** skit before taking the elevator up and exiting the lab.

Items Checklist

Security Pass

Skits Checklist

Practice Makes Perfect | This Won't Do | One More Time | Now I Know | Plan B | A Blind Eye

Titles Checklist

Sophie: Pact Adherent | Malik: Youthful Revolutionary

There's not much to do except head back to Zavhert, on foot. Why? Before entering the city you need to stop by the save point at the west gate for the **Practice Makes Perfect** skit and fight. There are three potential outcomes:

- Lose: **This Won't Do**
- Retry: **One More Time**
- Win: **Now I Know** and Sophie's **Pact Adherent** title



Sophie will wish to fight you, so focus on blocking her attacks to take her down.

Enter Zavhert for a scene and then head east toward the shops to talk to the man with the bubble over his head for another quick scene. Make sure to enter the Zavhert Inn

for the **Plan B** skit and then rest for a missable scene.

Head back outside to talk to the two people with bubbles in the plaza and then head south, toward the east gate, and then take a left to another star for a scene. Continue west to talk to the next person with a chat bubble and then head inside the house for a scene with Fermat so you can get the **Security Pass**, needed to enter Fendel Tower.



Watch the memories of Malik and then meet Fermat to gain the pass to Fendel Tower.

Finally, make your way back to the plaza and enter the Zavhert Inn for another star with the scene between Malik, Kurt, and Lorelia.

Exit the plaza to the north to reach Fendel Tower for another scene, gaining Malik's **Youthful Revolutionary**, and then turn around and go back the Zavhert Inn to watch the **A Blind Eye** skit.

Items Checklist

Peach Gel x3 | 3500 Gald | Hourglass | Eleth Bottle C | Life Bottle x3 | Grape Gel x2
| Common Metal | Chamomile | Platinum Frames

Discoveries

Frozen Nest | Treasure Trove

Skits Checklist

Convincing Kurt | Panel Discussion | Revisionist History | High Maintenance |
False Bravado

Return to Fendel Tower to grab the chest with **Peach Gel x3** and then head up the steps for a scene. Watch the **Convincing Kurt** skit at the save point and then head down the stairs on the right and under the other set of stairs to reach an elevator and ride it up to the 39F.

Enter the dark hallway on the other side of the room and ride the lifts up. Use the piping to reach the **3500 Gald** and then take the platform left, cross the piping again, and then take the right platform to reach the 40F. Talk to the two freaked out guards and then talk to the one blocking the western hallway. You can either out the two guards or tell the man to calm down and then return to the freaked out guards so they can address him.



Decide whether to out the two guards or have them man up and talk to the angry guard.

Enter the dark hallway and turn the either valve to cross the venting the next area and take the lift up. Grab the **Hourglass** before using the piping to move the platform to the right and then walk across the piping again to reach the lift. Turn the valves to cross the venting for the **Panel Discussion** skit and then take the lift up.

Take the lift up to reach more valves and turn them both to move the platform to the right position and then take the lift up. Examine the **Frozen Nest** for the **Revisionist History** skit and then turn the first and last valve to cross the venting to the next floor.



Carefully use the platforms to reach the Frozen Nest for skit... poor Malik.

You will be given four types of Gel's that you need to deliver to the correct guards, based on the description they give. Sounds easy, right? Well, the issue is that the order in which they scramble and line up is random and you'll need to remember the look of each guard and the gel they want:

- Man in Black - Apple Gel
- Man in White - Peach Gel
- Girl in Black - Grape Gel
- Girl in White - Apple Gel

Enter the next dark corridor and ride the lifts up and across to a new area, where you can grab an **Eleth Bottle C** before heading down two more lifts to reach the **Life Bottle x3**. Take the lift back up one floor and use the east platform to a new area.

Take the nearby lift down to reach the **Grape Gel x2** and then head back up the lift to take the other lift down and examine the **Treasure Trove** discovery for a **Common Metal** and the **High Maintenance** skit. You can now continue down to the save point for the **False Bravado** skit and continue.



Grab the **Treasure Trove** discovery for a skit and then head down to the save for another skit.

After a quick fight, enter the next floor and make your way to Kurt's Office for a scene. Grab the **Chamomile** in the chest, check out the star for a scene, and then talk to everyone before checking the desk for another scene.

After being kicked out of the tower you can grab a treasure that is now accessible by heading back inside and taking the elevator to the 41F. From there, head into the left corridor to find the **Platinum Frames** and return to Zavhert.

Items Checklist

Magic Carta No. 17 | Artificial Crystal | 2381 Gald

Skits Checklist

Northeast, Ho!

Head to the Inn to watch the **Northeast, Ho!** skit, as in Hi-Ho?, and then go talk to Format on the west side of town for a funny scene. You can now leave town to the northeast to reach the Glacier Road.

Enter the Glacier Road, checking any sparkling points for the **Magic Carta No. 17**, and take the left path at the split to get an **Artificial Crystal**. Circle back the other way, following the path to the Turtlez, and then head south for a chest with **2381 Gald** before exiting to the north.



This road is short, so get the Magic Carta and the gald by the Turtlez before you leave.

Items Checklist

Grape Gel x2 | Syrup Bottle x2 | Magic for Men | Strong Bone | Icicle | Elemental Ribbon | Whirling Seashell | **Book of Valor** | Panacea Bottle x3 | Mastery Tonic C | 585 Unit(s) of Eleth | Platinum Bladerang | **Archive of Wisdom Key**

Discoveries

Rainbow Ice Pillar | Forbrannir

Skits Checklist

Running Out of Time | No Lack of Resolve | Allow Me to Demonstrate | Just Ask Gramps

There are no chests outside, so follow the path for a scene and then grab the **Grape Gel x2** on a small ledge. Push the ice block over the hump to continue and grab the **Syrup Bottle x2** to the south near a large icicle.

Head back to the ice block from earlier, grab it and push it to the slope leading down to the previous chest, and let it go at the slant to break the nearby icicle. Grab the **Magic for Men** from the newly accessible island and then use the ice block again to do the same thing on the west side of the area to continue.



Ice block can knock over icicles to access new areas and items, like Malik's Magic for Men.

Follow the path to another room with an ice block and use it to break the two large icicles, one to the west and one to the south. Grab the **Strong Bone** from the west ledge and then check the glowing icicle in the center of the area for the **Rainbow Ice Pillar** discovery, an **Icicle**, and **Running Out of Time** skit.



Use the ice block to break all the icicles and then check the Rainbow Ice Pillar discovery.

You can now climb up the two overturned icicles to another ice block, which can be used to break the icicle to the south for an **Elemental Ribbon**. Now use the same ice block to the southeast to knock the icicle down to move on, but make sure to grab the **Whirling Seashell** before moving on.

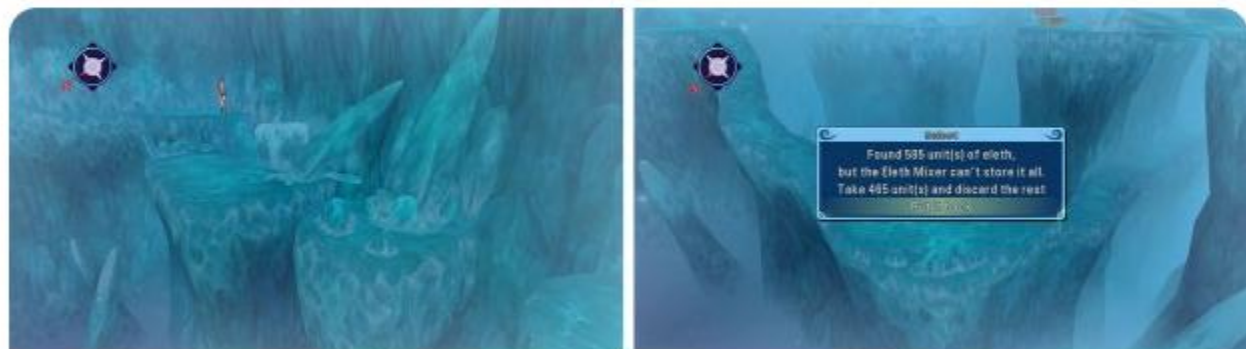
Take the west path in the next cavern for the **Book of Valor** and then continue along the path to a save point for the **No Lack of Resolve** skit. In the next chamber you'll want to start by pushing the western ice block down the western cliff to make a path to the **Panacea Bottle x3**.



Watch the skit at the save and then head in and break the icicle for some Panacea Bottles.

Grab the block and move it into the gap to the east, allowing you to reach a new ice block, and move it down to the previous gap before you release it. The failure to break the huge icicle allows you to view the **Allow Me to Demonstrate** skit and then you can pull the ice block all the way back to break it on the second try.

Ignore the path that you just created and grab an ice block and drag it all the way southeast to another icicle, which leads to a **Mastery Tonic C**. You can now continue on the main path, grabbing the **585 Unit(s) of Eleth**, and then save for the upcoming battle.



Don't forget the dual icicles in the southeast that lead to a Master Tonic C (left). You can then head toward the exit and get the chest with some Eleth (right).

Boss: ???

This boss fights similar to Hubert and Malik, in the sense that he uses quick ranged and close quarter attacks that can deal an immense amount of damage. Since the boss' attacks primarily are horizontal swipes, you'll want to get in close to focus on combo attacks while guarding or avoiding his attacks by back-stepping.

Start by taking out the minions, since they have the ability to heal the boss, and then focus on Kurt. You'll want to use Impact attacks to exploit the boss' weakness and make sure to be aggressive in your combos and the guard his attacks, while you recover your CC.

Defeating this boss in 60 seconds will net you a trophy.



Focus on the Dragoons before switching to Kurt (left). It's important to guard or backstep from Kurt's devastating combos (right).



Kurt in 60 Seconds

Ended your fateful battle with Kurt in a minute or less.

COLLECTED?



After the scene, check Kurt to gain his **Platinum Bladerang** and then talk to everyone in the area for another scene, gaining the **Archive of Wisdom Key**. Check the valkines for the **Forbrannir** discovery and **Just Ask Gramps** skit and then take the one-way warp outside and head to Zavhert.

Discoveries

Morino Flowers

Skits Checklist

To the Archive of Wisdom | Selective Memory | Connecting the Dots | What if He Knows? | The Missing Pieces | If the Anklet Fits...

Head back to Glacier Road's save point by the Turtlez for the **To the Archive of Wisdom** skit and then teleport to Zavhert. Once again, go to the Inn to see the **Selective Memory** skit and then head to the Amarcian Enclave.

Make your way to the Overseer's Chamber and into the Archive of Wisdom for some important scenes. You can now head to the save point near the Inn for the **Connecting the Dots** skit and then head back to Mt. Zavhert.



Head to the Overseer's Chamber for more information and then watch the skit at the Inn.

After the scene, head south to the save point near the location of the Bladehorn Board for the **What if He Knows?** skit and head to Zavhert. As usual, go to the Zavhert Inn for **The Missing Pieces** skit and then head to the Zavhert Port.

Check the Carta King to see if you can get the **Lost Anklet**, which you may or may not get depending on stamps, and then watch the **If the Anklet Fits...** skit. You can

now head to the ship for a scene and then take the boat to World's Eye.

Skits Checklist

A Near Miss?

Titles Checklist

Asbel: Friend to the End | Sophie: Conflicted at Heart

After the scenes you'll gain Asbel's **Friend to the End** and Sophie's **Conflicted at Heart** titles. Head to the save point for the **A Near Miss?** skit and make sure to save, as heading any further north and you get a scene that leads to the major Richard fight.



Watch the scene on the boat and then check the save point for a missable skit.

Boss: Richard (Nova)

This fight should be easier than it was at Lhant, purely because you should have gained some considerable levels while Richard is only slightly more powerful.

As with the previous iteration of Richard, the quickest way to end this is to break his Nova Barrier and combo lock him with some easy 50-hit combos on him. Skills like Asbel's Infernal Torrent and Plasma Shock will strike Richard's weakness and deal massive damage when combined with a combo multiplier.

When Richard goes on the offensive you'll want to guard and give yourself some time to heal before you begin another chain, but make sure to avoid him during his Eleth Burst so that you are not hit with Bloody Rose.



Focus on getting a high combo on Richard while avoiding his Bloody Rose Mystic Arte.



The Infiltration of Fendel

The Infiltration of Fendel

COLLECTED?



CHAPTER 6: ADULTHOOD (PART V)

— ZAVHERT - OULE RAYE —

Items Checklist

Chancellor's Letter | Pigeon Communicator | Sunken Cargo

Skits Checklist

She'll Always Be Sophie | Outside the In-Joke | Needs More Fiber

Titles Checklist

Malik: Pensive Sage | Cheria: Embracer of Truth | Asbel: Expert Scrubber

Head to the Inn in Zavhert to rest up for a scene and then head to the save point for the **She'll Always Be Sophie** skit. Return to Zavhert Port for another scene to gain the **Chancellor's Letter** and **Pigeon Communicator** items, as well as Malik's **Pensive Sage** title. You can now take the ship to Oul Raye for another scene.

When you arrive you'll get Cheria's **Embracer of Truth** title and can talk to the smiley-faced man to accompany them for some fights, gaining the **Sunken Cargo** and Asbel's **Expert Scrubber** title.



As soon as you arrive in Oul Raye (left) talk to the smiley-faced man to re-board the ship for another scene (right).

Back in Oul Raye, head for the Inn for the **Outside the In-Joke** at the save point and instead of transporting straight to Sable Izolle you'll want to walk through the craglands to get the **Needs More Fiber** skit on the far save point, just before before Sable Izolle (you can NOT take the transport and walk to the zoneline).

Skits Checklist

Heightened Senses | The Tenderness of Youth

Head to the Research Tower to meet up with the president for a scene and then watch the **Heightened Senses** skit at the save point.

Head inside the tower and take the lift down to enter the Old Archive for another scene. After you're done, head back outside for another scene and then check the save point for **The Tenderness of Youth** skit.



Learn how to reach Fodra in the Old Archive and then head to the save for a skit.

Skits Checklist

The Other Side of the Sky | The Weight of Existence | Brotherly Love

Note: Most areas now have two new Fiend monsters released by World's Eye.

Make your way to Oul Raye for a scene and then talk to the President to board a ship to South Valenik Port. Make sure to watch the **The Other Side of the Sky** skit and then leave town and head for the Border Fortress. Pass through the Border Fortress for a scene and then head southeast on North Lhant Road to enter the Seaside Cavern.

Backtrack to the save point near the Deathglow Algae discover to watch the **The Weight of Existence** skit and then check the false wall on the east side of the area to open a secret pathway. Watch the scene inside and then head back to the save point for the **Brotherly Love** skit.



Watch the skit before and after checking out the shuttle in the hidden passage.

You can now head north to return to North Lhant Road and then make your way to Lhant.

Items Checklist

Curry | Rice Omelette | Grilled Chicken Bowl

Skits Checklist

Still Falling Short | A Few of His Favorite Things

Titles Checklist

Hubert: Ambivalent Son

Head for Lhant Manor after the scenes and then visit Asbel's room upstairs for another scene. Head downstairs to watch the **Still Falling Short** skit and then enter the study for another scene. Head back toward your room for another scene and then enter the upstairs bedroom again.



Head to Lhant Manor for a skit and many scenes with the family, reminiscing about the past.

You can now leave the manor for a final scene in the courtyard to gain the **Curry**, **Rice Omelette**, **Grilled Chicken Bowl**, and Hubert's **Ambivalent Son** and then head back inside the manor and talk to Lady Kerri in the upstairs bedroom.

Ignore the Turtlez by the manor and head to the bridge for the **A Few of His Favorite**

Things skit and then talk to the smiley-faced Turtlez to teleport to Velanik.

Items Checklist

Spade | Eleth Bottle C

Skits Checklist

Treading the Untrodden

Titles Checklist

Cheria: Dutiful Daughter

Follow the path to the save point for the **Treading the Untrodden** skit and then head west, despite the skit, and follow it until you run into an Amarcian with a smiley-face to hand over your **Drill** for his **Spade** in return.



Head to the save for a skit and make sure to hand over the Drill to the Amarcian in the north.

You can now head back to the save point to head east down the path to reach an **Eleth Bottle C** and then continue to the next area.

Items Checklist

Magic Carta No. 18 | Milk x3 | Rune Anklet | Green Scarf | Sharp Claw | Veggie Set x3 | Seal Charm | 5400 Gald | Syrup Bottle x2 | Hyper Scabbard | Pointy Fang

Discoveries

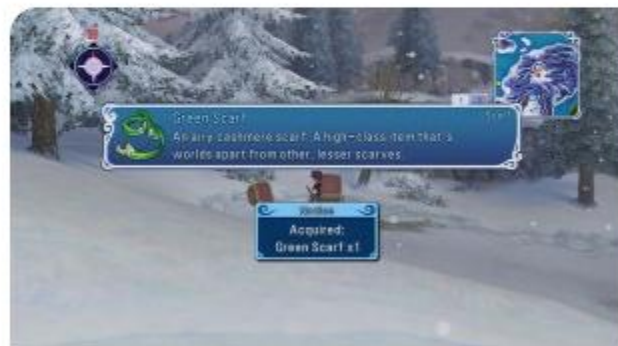
Icedrop Flowers

Skits Checklist

The Will to Persevere | Holding it Together

Follow the path, picking up sparkling points for the **Magic Carta No. 18**, until you get a scene and then head east to grab the **Milk x3**.

Head north to the next split, taking the west to a **Rune Anklet** and **Green Scarf**, and then backtrack and continue east. Check the save point for the **The Will to Persevere** skit and check near the Turtlez for a **Sharp Claw**.



Grab the two chests, one with a Green Scarf, and then head to the ruins for a scene and a skit.

Don't enter the building and instead head east down a long road to a split. If you head northeast you'll be able to grab the **Veggie Set x3** and **Seal Charm** in an alcove,

5400 Gald on the path, and **Syrup Bottle x2** by a head end.

Now backtrack and head southeast to another path that leads to the **Hyper Scabbard**, **Pointy Fang**, **Icedrop Flowers** discovery, and **Holding it Together** skit.



The eastern path leads to some chest and the Icedrop Flowers discovery for a skit.

You can now make your way southwest along the long path to return to the ruins and enter.

Items Checklist

Grape Gel x3 | Tiger's Essence | Mythril Tunic | Curse Charm | Dangerous Liquid | Goggles | 660 Unit(s) of Eleth | Rare Metal | Earthen Pot | **Book of Growth** | Magical Ribbon

Discoveries

Yearning for Home | Mechanical Scrapyard

Skits Checklist

Am Not. Am Too! | Hometown Hero | Bonus Goal | Not Exactly Our Forte | It's a Secret to Everybody

Watch the **Am Not. Am Too!** skit after entering and then enter the door in front of you to turn on the power in the building.

Take the steps to the west door, making sure the device is pointing toward the door, and enter for the **Grape Gel x3**. You can now exit, cross to the other side of the area, and enter the east room for the **Yearning for Home** discovery and **Hometown Hero** skit. Head back to the main area and continue through the middle door.



Check the rooms on each site for some Gels and a discovery, watching the skit that follows.

As soon as you enter turn left for the **Tiger's Essence** and then point the nearby device up the stairs for a **Mythrill Tunic**. You can now return to the device and point it to the nearby door and follow the light north to a split.

Power the west door, twice, to reach a **Curse Charm** and then head back to the first device and power the east door. In the next room, power the east door to get the **Dangerous Liquid** before you power the north door to continue to a new area.

Take the first set of stairs to grab the **Goggles** and then continue up the stairs to another split with **660 Unit(s) of Eleth** in a chest on the east wall.

Check the device to power both doors and take the west door, powering the west doors to reach the **Mechanical Scrapyard** discovery, a **Rare Metal**, and **Bonus Goal** skit, and then power the north doors until you reach the final doorway.



Power both doors and take the western path to reach the discovery for a skit.

You can now backtrack to the east door, powering the east door at the split for an **Earthen Pot**, and then continue until the final door is fully powered.

Enter the newly opened doorway to a massive puzzle with a **Book of Growth** in the corner and then head to the save point for the **Not Exactly Our Forte** skit. Power the east door for a **Magical Ribbon** and then power the northern door to encounter a fight.



Get the skit at the save point and the final treasure before you power the door.

Boss: Polycarpus

The Polycarpus is actually a pretty easy boss, due to its slow movement and long overhead arm swipe that can be easily side-stepped. Focus your attacks on the enemy's Impact and Paralysis weakness with skills like Shockwave Slash and Plasma Shock, while guarding its melee attacks that sometimes come in a long chain attack of stabbing your character over and over.

Once the Polycarpus brings its back up and the twin guns it can use additional attacks:

- When it ducks down and its "head" raises it will shoot out three rays, two from the guns and one from the mouth
- When it ducks low and opens its back it will toss bombs across the arena in a fairly random pattern

Defeating the Polycarpus in 60 seconds will net you a trophy.



This boss has two forms: guns down and guns up mode, each with unique attacks.



Polycarpus in 60 Seconds

Defeated the guardian of the ruins in a minute or less.

COLLECTED?



Watch the scene that follows and then use the one-way warp to reach the Untrodden Snowfield for a scene and fight. Finally, check the save point for the **It's a Secret to Everybody** skit and then use the Turtlez to get return to Seaside Cavern.

Skits Checklist

Fodrabound

After the scene make sure to watch the **Fodrabound** skit at the save point near the Deathglow Algae and then re-enter the false wall for another scene.



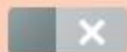
Watch the skit at the save and then return to the shuttle bay for a long scene.

When you have control again you'll have to make your way back to the shuttle by jumping into the water and heading north for another scene at the shuttle. Make your way out of the shuttle room and exit north to reach a fight with a scene attached. You can now return to a shuttle for a scene that completes this chapter.



The Other Side of the Sky
Completed Chapter 6.

COLLECTED?



CHAPTER 7: ADULTHOOD (PART VI)

— REGION 13 —

Items Checklist

Magic Carta No. 21 | Minced Meat x2 | Magical Scarf | 5278 Gald | Tofu x2 | Secret Seed | Finest Fur

Discoveries

Secret Fort

Skits Checklist

A Question of Priorities | No End in Sight

Titles Checklist

Pascal: Reverent Sister

Exit the cockpit and check the machine if you need some items before leaving to the planet surface.

Note: The ship's store shares the same space as Telos Astue, the next town, so don't hesitate to buy the stuff now if you have the money.

Watch the scene, gaining Pascal's **Reverent Sister** title, and then grab the sparkling point in hopes of the **Magic Carta No. 21**. The chest nearby contains **Minced Meat x2**, so grab it and then head to the front of the shuttle's cockpit for the **A Question of Priorities** skit.



Make sure to return to the cockpit for a skit and then head southeast for a discovery.

Back outside, head south to a chest with a **Magical Scarf** and then check the north and east branches for **5278 Gald**, **Tofu x2**, and the **Secret Fort** discovery.

Make your way back to the shuttle to head west, grabbing the chest with a **Secret Seed**, and take the north path at the split to grab a **Finest Fur**. Backtrack to the split to continue west, getting a chest with **Holy Bottle x3**, and then stop at the save point for the **No End in Sight** skit.

Items Checklist

Tofu | Natto | Miso | **Nameless Flower Seeds** | **Book of Enthusiasm** | **Magic Carta No. 39**

Discoveries

Giant Tub | Tempus Aeternum | Emerald Hope

Skits Checklist

Still Rancid After All These Years | Ghost in the Machine | Sticking Together | A World Without a Pulse | The Knowledge to Save | The "It" Factor

Head to the northeast Storehouse and check the big bucket for the **Giant Tub** discovery, a **Natto** or **Miso** or **Tofu**, and skit **Still Rancid After All These Years**.



Enter town for a scene and then check the Storehouse for a discovery and skit.

Important: All three of the above have the possibility to be gained through this one discovery. I suggest you get a Miso and make a **Miso Stew**, as it has an easy to trigger requirement and gives the most EXP to your Eleth Mixer (allowing you to level you Eleth Mixer quickly).

Note: The item you get depends on the amount of time you wait, with the Miso seeming to require the shortest wait period.

Exit and head northwest up the steps for another discovery, the **Tempus Aeternum**, and then watch the **Ghost in the Machine** skit. You can now head down the opposite steps to the save point for the **Sticking Together** skit and then check the machine to the west that acts as a Shop and Inn to rest for a scene.

Use the machine in the southeast or southwest to head up to the 2F and enter the Records Room for the **Emerald Hope** discovery, watching the **A World Without a Pulse** skit.



Make sure to get the skit at the save before you leave the floor to get a discovery on the 2F.

Take the elevator to the B1 and head toward the main building at the back of the area, grabbing the **Nameless Flower Seeds** on the steps, and then warp to the Shuttle Bay for a **Book of Enthusiasm** (password: ephinea).

Return to the B1 and head west west for a quick scene before following the child inside for another scene. After the informative scene grab the **Magic Carta No. 39** from the chest nearby and then head back to the 1F for the **The Knowledge to Save** skit at the save point.



Follow the child into the building for a long scene with a beautiful woman and then grab the Magic Carta in the corner.

You can now return to Region 13 and head to the other warp you saw earlier for a scene, checking the save point for the **The "It" Factor** skit.

Items Checklist

Drive Unit | Grape Gel x2 | **Book of Exchanging** | Eleth Bottle C | Rare Scabbard | All-Divide | Elegant Feather | Golden Bough | 705 Unit(s) of Eleth | Misty Anklet

Discoveries

Old Toy Blocks | Tarlow-X

Skits Checklist

The Control Device | What Are We Missing? | Cornell's Legacy | Merely Old Junk | The Origin of the Amarcians | The Reason Why

Titles Checklist

Hubert: Lover of Lhant | Asbel: Host to the Light | Sophie: Pact Maker

Follow the path to a partition for the **The Control Device** skit and then take the warp that you just passed. Examine the panel at the end of the room before you warp back to the previous room and advance north, ignoring the two rooms, to reach the lift for the **What Are We Missing?** skit.



Open the partition to reach an inactive elevator for a skit about its inactive status.

You'll need to grab a **Charged Battery** from one of the two previous rooms and replace the **Spent Battery** in the elevator's device, but before using the elevator you should grab another **Charged Battery**.

Enter the first room for a scene at the star that grants a **Drive Unit** and Hubert's **Lover of Lhant** title and then grab the **Grape Gel x2** before you leave. Continue to follow the path to an intersection and head east to reach a **Book of Exchanging** before returning and heading north to another warp.



Watch the scene in the first room for Hubert's title and then check the second for a book.

Take a left on the new floor for an **Eleth Bottle C** and then examine the control panel to once again open the partition below. You can now warp back and continue north to exchange the **Charged Battery** for the **Spent Battery**. Make sure to head to the 1F to grab a new **Charged Battery** and then take the lift to B1, followed by B2 South.

Enter the first room to grab the **Rare Scabbard** and then continue north to a save point, heading east to another room with an **All-Divide** before returning and continue north for a scene.

You can now check the blocks by the right control panel for the **Old Toy Blocks** discovery and **Cornell's Legacy** skit and then head toward the right door for another scene, gaining Asbel's **Host to the Light** title.



Check the discovery for a skit and then exit for a scene about Sophie's previous sacrifice.

Exit through the door and head west to reach a room with an **Elegant Feather** before backtracking and heading east. Enter the first room for a **Golden Bough** and then continue north to exchange another Spent Battery for a Charged Battery. Once again, return back to the 1F for the final Charged Battery and then head to B3 South via B2.

Enter the first room to get the **705 Unit(s) of Eleth** at the back of the room and then continue to another split, heading east to two rooms with a **Misty Anklet**, the **Tarlow-X** discovery, and the **Merely Old Junk** skit.

You can now backtrack to the intersection and head all the way west to reach another warp, examining another control panel to unlock the partition and then head back down. Continue north to a lift, where you can exchange the last Charged Battery, and take the elevator to B4 South.

Follow the path to a save point for the **The Origin of the Amarcians** skit and make sure to save for the upcoming battle. You can now head into the room for a scene and examine all of the holograms before checking Richard to start a fight.



Check both rooms in this hallway for an accessory and the Tarlow-X discovery.

Boss: ???

This boss isn't actually that hard, due to it being a figment of Sophie's memories and as with all enemies of this nature you'll need to break the Nova barrier to get a decent chain going, but his weakness to A-Artes should allow you to do massive damage when you perform 50+ combos. Hubert is a great character for this battle when you put him on A-Artes focus with an Aggressive behavior, due to his multi-hit attacks that can beef up your combo number quickly, and you will probably want to use Malik over Pascal.

The good news is that this boss is slow and primarily uses swipe attacks that can easily be guarded, so focus on being aggressive and combo locking him and this fight will end pretty quickly.

Defeating this boss in 60 seconds will net you a trophy.



Lambda is easy to combo, so focus on chaining attacks (left). Make sure to avoid his swipe attacks, as well as his black aura (right).



Lambda in 60 Seconds

Defeated the materialized Lambda in a minute or less.

COLLECTED?



Exit the south door to return to the save point for the **The Reason Why** skit and then head back to the elevator. Head to B2 via B3 and follow the path south to the lab for a scene and Sophie's **Pact Maker** title. You can now make your way to the surface and exit to Region 13.

Items Checklist

Magic Carta No. 28 | Life Bottle x2 | Ancient Cloth | Elixir | Rice x2 | Lump of Clay
| Amazing Bone | Natto | Emperor's Claw | **Broken Brooch** | 4860 Gald

Discoveries

Unsettling Garden

Skits Checklist

Sophie's Parents | Traces of Humanity | Your Bird Could Not Be Completed | A World Run Dry

Titles Checklist

Sophie: Stirred from Detachment

Check the save point in Region 13 for the **Sophie's Parents** skit and then head to the southeast to reach the Secret Fort discovery, where you can now get the skit **Traces of Humanity** since Emeraude is in the party. You can now backtrack and head north to enter Region 66.



Watch the two skits in Region 13, one of which is the discovery skit you couldn't get earlier.

Head to the save point for the **Your Bird Could Not Be Completed** skit and then follow the path, getting any sparkling points for the **Magic Carta No. 28**, until you reach a split. Take the north path first for **Life Bottle x2** and **Ancient Cloth** and then return to the intersection and head east, grabbing an **Elixir** as you pass.

At the next split, head north to check both branches for an **Amazing Bone**, **Natto**, and **Emperor's Claw** and then backtrack to head all the way east for **Rice x2**, the **Unsettling Garden** discovery, a **Lump of Clay**, and the **A World Run Dry** skit.



Grab the treasures to the north and then continue east for a discovery and skit about eleth.

Make your way back to the previous intersection and head north this time, following the path to a star for a scene that grants the **Broken Brooch** and Sophie's **Stirred from Detachment** title and then grab the nearby **4860 Gald** in a chest before entering Bathus Citadel.

Items Checklist

Monocle | Hourglass | Decaying Sword | Mastery Tonic C | **Book of Fortune** | Panacea Bottle x3 | Strange Gear | Debonaire Dandy | 4400 Gald | 750 Unit(s) of Eleth | **Amarcian Key** | **Derris Rings** | **Derris Bit**

Discoveries

Military Insignia | **Amarcian Key** (Discovery)

Skits Checklist

Fodra's Ultimate Weapon | Intruder Defense | Simple Enough | My Responsibility | It's Gotta Fit Somewhere | If Anyone Can Do It... | Where's My Ring?

Titles Checklist

Asbel: Enlightened Swordsman | Sophie: Protos Heis | Hubert: Enlightened Gunner | Cheria: Enlightened Healer | Malik: Enlightened Bladeranger | Pascal: Enlightened Shotstaff

Enter the Citadel for a scene and then head back outside to the save point for the **Fodra's Ultimate Weapons** skit.

Follow the path for a **Monocle** in the chest and then you move the closest (to the camera) set of blocks right twice and the further set right once, getting the **Intruder Defense** skit. You can now follow the path to take an elevator up to the 2F.



Move the blocks in the above position to get the Intruder Defense skit.

Follow the path to the next puzzle and move the blocks toward the front, continuing through the south door for an **Hourglass** before you take the north door to the elevator and head up to the 3F.

Continue along the path to a split and take the south path to reach an elevator, taking it to the 4F and following the path to a **Decaying Sword**, and then return to the previous intersection and continue east. Grab the **Mastery Tonic C** before you move the set of blocks to the left twice and then watch the **Simple Enough** skit. You can now head through the door and take the lift up to the small room above.

You'll need to move the red set of blocks right once to allow you to move the yellow set of block on the north wall right as well, unblocking the door, and then move the other set of yellow block toward the front, allowing you to reach left door for the **Military Insignia** discovery and **My Responsibility** skit.



Move the blocks to allow access to the north and west door to get the discovery and skit.

You can now head back and exit through the northern door to continue. Grab the **Book of Fortune** and then move the yellow set of blocks left twice and the green set right three times. You can now head through the door to grab the **Panacea Bottle x3** and then exit to the south to board another lift.

Enter the door, grabbing the **Strange Gear**, and then move the set of blocks left three times before continuing east. Take the elevator up and head west to grab the **Debonaire Dandy** in the chest, while seeing what's making all the noise, and then head back downstairs to the set of block and exit to the west. Grab the **4400 Gald** before you head through door and move the green set of blocks left three times before taking the lift up again.

Clear a path to the two doors by moving the closest set of yellow blocks back and then head through the northern door for **750 Unit(s) of Eleth** in a chest. Examine the **Amarcian Key (Discovery)**, gaining the **Amarcian Key** and **It's Gotta Fit Somewhere** skit, and then move the closest set of yellow blocks right and the further set of blocks left once.



Make sure to get the Amarcian Key (left) so you can access an optional dungeon later. You can also watch a skit at the save near the final room (right).

Ignore the left door, as it is a shortcut back the way you came, and head back to the south to take the northeast door to the save point for the **If Anyone Can Do It...** skit. You can now head through the door for a scene and a fight.

Boss: Centurioid

This fight is more annoying than difficult, due to how fast the minions attack as well as their ability to duplicate and respawn, so focus on taking out the minions first, who are weak to B-Artes, to reduce the damage output. Once the minions are down you can focus on the boss, who has the ability to perform melee combos that can dish out some critical damage and can also attack from a distance.



You need to focus on the minions to prevent them from duplicating (left), but don't forget about the boss who has some nasty ranged attacks (right).

Watch the scene to gain the **Derris Rings**, **Derris Bit** and titles for everyone:

- Asbel: Enlightened Swordsman
- Sophie: Protos Heis
- Hubert: Enlightened Gunner
- Cheria: Enlightened Healer
- Malik: Enlightened Bladeranger
- Pascal: Enlightened Shotstaff

Head back to the save point for the **Where's My Ring?** skit and then re-enter the room to take the warp out.

Skits Checklist

A New Kind of Terror | Show Me Your Resolve! | Is That All? | Nothing But Talk | The Power of Words

Titles Checklist

Malik: Inveterate Teacher

Head for the Region 13 zonline to watch the **A New Kind of Terror** skit at the save point and then continue toward Telos Astue.

As you head for Telos Astue stop at the save point for the **Show Me Your Resolve!** skit and a fight with Malik. There are three potential outcomes:

- Lose: **Is That All?**
- Retry: **Nothing But Talk**
- Win: **The Power of Words** and Malik's **Inveterate Teacher** title

Note that Malik is much more difficult than the previous fights and one good combo from Malik can destroy you. The danger is magnified by the fact that Malik's magic is fast and hits hard and if he stuns you, you're screwed. Even worse, if the Eleth Burst goes off you'll be dead from his Mystic Arte. The easiest way to win this battle is to level up your own Eleth Gauge to trigger your Eleth Burst in battle and go all out.



Avoid Malik's ranged attacks and spells by being aggressive at close range.

Watch the **Someone Has a Secret** skit at the save point on the 1F of Telos Astue and then head to the Shuttle Bay, via B1, for a scene.

Head back to where you first met Emeraude to talk to Psi and then head back outside to check the star to the right of the Shuttle Bay steps for a scene and a fight, gaining the **Replacement Part**. You can now turn this in at the Telos Astue Inn for a scene to receive the **Epic Neck** item. You can now talk to the smiley-faced girl on the east side of town and then go to the 2F Records Room for a scene at the star to receive a **Memory Core**.



There are two small sidequests you can complete now, so make sure to talk to the NPCs.

Once you're ready you can return to the Shuttle Bay to return to Ephinea, but not that you will not be able to leave the Cocoon once you are inside. This is a point of no return for quite a while.

CHAPTER 8: ADULTHOOD (PART VII)

— LAMBDA'S COCOON —

Items Checklist

Syrup Bottle x2 | Arcane Bottle | Legendary Metal | Eleth Bottle C | Grape Gel x3 | 780 Unit(s) of Eleth | 5200 Gald | Life Bottle x3 | **Book of Smithery**

Discoveries

Heart of Stone

Skits Checklist

A Word in Edgewise | Under Observation | In Its Clutches | Touchy Subject | No Matter What! | One for the Road

Watch the **A Word in Edgewise** skit at the save point and follow the path to a split, heading south and then east to a pod. Head down via the creepy orifice and follow the path to another split, heading into the nearby pod and walking out the other side. Follow the path south, grabbing the **Syrup Bottle x2** on the southwest, and then head east into the pod for a foreboding scene.

Continue east to grab the **Arcane Bottle** in the northeast corner and then head southwest to another pod to watch the **Under Observation** skit at the save, examine **Heart of Stone** discovery, gain a **Legendary Metal**, and watch **In Its Clutches** skit. Exit west, taking the east path at the split for an **Eleth Bottle C**, and then enter the large pod to the west.



You can now use the new platform to reach the northwest pink flower to move the second platform and then activate the blue flower next to it to lower the obstacles again. Finally, activate the last pink flower in the top right corner to push the platform into the next area and then the blue to wither all the flowers.

Head outside to make your way to the northwest pod, heading through it to the west, and then take the orifice down in either of the northern pods to reach the platform you previously moved.

Start by activating the nearest blue flower to lower the pillars and then head to the northwest to activate the pink flower, moving the platform. Use the blue flower beside you to retract the branches and then use the southern-most pink flower to push both platforms, followed by the blue flower next to it. You can now head to the west side of the room and use the pink flower, followed by the blue one to wither all the flowers.

Exit to the east to grab the **Book of Smithery** and then get sucked up and head east, south, and west to get back to the second puzzle room. Stop by the save point to watch the **No Matter What!** and **One for the Road** skits. You can now save and follow the path for a scene and the expected boss fight.



Grab the book and then watch both of the skits before you head to the cocoon's center.

Boss: Richard (Transformed)

Richard has gotten a lot stronger since you last fought him, with new abilities that can do serious damage. The good news is that this version of Richard is weak to B-

Artes, so breaking his Nova barrier and letting Pascal or Malik burn him with B-Artes is a good idea. While you want to be aggressive, Richard has the habit of guarding to break large combos and opens your party up to his close combat attacks.

Your main objective is to avoid Richard's attacks, which can be deadly and include the following:

- When Richard raises both his arms with a blue light and thrusts downward any ally in the path will be frozen, causing them to usually die from his next hit
- A flaming pinwheel kick attack, which he likes to use in succession for quick damage if unguarded

And of course you will want to avoid Richard when his Eleth Burst goes off to avoid dangerous Divinity Blade Mystic Arte.



Watch out for Richard's two major attacks, each of which deals heavy damage.

After another scene you will be faced with a "surprising" fight.

Boss: ???

I suggest you bench Asbel in this fight, due to his melee fighting style, and set your party up with Sophie, Cheria, Hubert, and Pascal or Malik. You'll want to control Hubert, using Covering Fire and Cross Mirage to bombard this boss with attacks to interrupt their attacks, while letting Sophie and your caster do the majority of the damage.

The biggest issue with this boss is that they have an aura that will damage anyone that gets close to them, as well as a shockwave blast that will do massive damage and push your party back, and also has the ability to teleport away from combo chains.

In addition, the boss uses a large arsenal of attacks with a focus on ranged attacks by throwing black aura at the party and a whirlwind attack that can kill everyone at once if they are low health, especially if you are unlucky and she uses it back to back. You should also make sure to avoid her Mystic Arte, an area wide Killing Field that is super dangerous.



Avoid fighting Emerald at close range or you'll just get stunned and pushed back (left). Also, if you get hit by her Mystic Arte prepare a Life Bottle (right).

Items Checklist

Magic Carta No. 24 | Fluffy Muffler | Jade Vestments

Skits Checklist

Mutual Destruction | The Value of Life | In Bloom | What Did I Do Now?! | Point of No Return

Titles Checklist

Asbel: Steadfast Young Man | Sophie: Wish Maker | Hubert: Heart of a Lhant | Cheria: Dream Chaser | Malik: Watchful Steward | Pascal: Pride of the Amarcia

Important: You can now travel to any location you want instantly by pressing R3 when outside to teleport to any Town, Dungeon, Field, or Discovery you've visited.

Select Lhant and travel to the town to plant the rest of the seeds at Cheria's for the **Magic Carta No. 24** and then head to Lhant Manor for a scene. Head inside to watch the **Mutual Destruction** skit at the save point and then continue into the study for another scene. Visit the save point once again for the **The Value of Life** skit and then head outside for another long scene.



Head to Lhant Manor for some scenes and skits revolving Sophie's suicide attempt.

Head toward Lhant Hill, stopping at the crossroads for the **In Bloom** skit, and then

continue to Lhant Hill for a scene. You can now head to the Friendship Tree for the **What Did I Do Now?!** skit and then return to Lhant for another scene.

You'll now need to find and talk to all your allies:

- Hubert: In the study
- Sophie: In the Manor gardens
- Malik: On the bridge
- Pascal: In the square
- Cheria: By the North gate



Check in with all your friends for heartfelt and funny scenes before the big battle.

Now go back to Lhant Manor and sleep in Asbel's room for a scene to gain the following titles in the morning:

- Asbel: **Steadfast Young Man**
- Sophie: **Wish Maker**
- Hubert: **Heart of a Lhant**
- Cheria: **Dream Chaser**
- Malik: **Watchful Steward**
- Pascal: **Pride of the Amarcia**

Before we go anywhere else, talk to Fourier to gain the **Fluffy Muffler** for Pascal and then head to the bridge for the **Point of No Return** skit. You should also make sure to head to Asbel's room for a chest with the **Jade Vestments** inside.

In the northeast end of the square is a new cat that you can feed. If this is your last cat, and it should be, select "Meow?" to reach a new town called Katz Zorner.

Items Checklist

Hourglass | **Cat Pine Seeds** | **Magic Carta No. 40** | **Katz Dekoder** | Katz Klothez | Milk x3

Discoveries

Catnip

Skits Checklist

Rating Cats and Dogs | Crazy Little Thing Called Love

In case you missed a cat, here are the locations:

Town	Location
Lhant	In the square, northeast corner on the lower level
Barona	Near the entrance to the Royal Sanctuary
Gralesyde	At the port hiding in the Turtlez Transport alcove
Oul Raye	Inside the cottage
Sable Izolle	Outside the Research Tower
Yu Liberte	Inside the White Wine Estate, Residential District
Warrior's Roost	To the right of the Annals of Victory Discovery
Velanik	Inside the house next to the Inn
Zavhert	Inside of Fermat's house
Amarcian Enclave	Outside of Pascal's place

Check the left side of the area for a **Hourglass** (password: fouselos) and **Cat Pine Seeds** from the sparkling point and then cross to the right side for the **Magic Carta No. 40**. If you check the sign in front of the merry-go-round you'll find the **Catnip** discovery and can watch the **Rating Cats and Dogs** skit and then talk to the only human near the pond, who hints at a secret location.



Make sure to grab the Magic Carta and then check the merry-go-round for a skit.

Don't miss the Katz Korner shop in the northeast corner of the map, as they have their own Shops and Stamps. You can also view any scene or skits you have come across, including the skits for losing/retrying duels you may have gained and did not see for simply winning on the first try. There is also an Inn here for requests and a skit **Crazy Little Thing Called Love** at the save point.

You can now return to Lhant and hit R3 to enter shuttle mode, using the right analog to find the approximate location (X Axis: 332 + Y Axis: -392) and hit L1. This will uncover the Cat-Crazy Coot's House, which you can visit to receive the **Katz Dekoder**, **Katz Klothex**, and **Milk x3**.



The crazy cat owner will hand over the Katz Dekoder so you can understand the katz.

Items Checklist

Red Sage | 7267 Gald | **Arithmos Core** | All-Divide | Grape Gel x3 | **Arithmos Core** | Life Bottle x2 | Hourglass | 825 Unit(s) of Eleth | Holy Bottle x3 | **Book of Fortitude** | 7830 Gald | Eleth Bottle C | Hourglass | **Arithmos Core** | Red Lavender | Elixir | Life Bottle x2 | Red Rosemary | Mastery Tonic C

Discoveries

Gigantic Drill

Skits Checklist

All the Way Down | All Smiles | Glimpses of the Past, Part I | A Piece of History | Emeraude's Mistake

Titles Checklist

Cheria: Chef de Cuisine | Hubert: Blood Soldier

Head northeast to open the chest with a **Red Sage** and then head to the nearby save point for the **All the Way Down** skit. The center of the structure acts as a warp, so head down to grab the **7267 Gald** from the northeast corner and then take the east lift down.



Watch the skit at the top floor and then warp down to grab the chest with 7267 Gald.

There isn't anything on this level, so head to the opposite end and take the southern lift to reach an **Arithmos Core**. You can now return to take the opposite lift to reach a warp.

Follow the path to another lift that leads to the first puzzle, in which you must cross the colored panels in order of Red > Yellow > Blue or be attacked and reset at the start. Follow the red > yellow > blue to an **All-Divide** in the south and then continue through the red > yellow > blue to reach a **Grape Gel x3** in the east. Exit north through the red and follow it all the way west, taking the far blue panel to another **Arithmos Core**.



Make your way through the colored puzzle to get 3 treasures, including the Arithmos Core.

You'll now need to step back on the blue tile to go back to the beginning and then follow the same path as before, but this time go to the save point.

Pass the warp to take the lift up for a fight with two Dullahans, which are weak to B-Artes, and then take the next lift to find a **Life Bottle x2** and an **Hourglass**. Take the southern lift to find an inactive golem that you can activate and fight by using one of your Arithmos Cores. Why fight these tough monsters? Well, each drops a unique item or weapon!

Note: The golem enemies are extremely slow, like many other golem type enemies in the game. Focus on combos, while guarding or side-stepping the giant's devastating attacks and make sure to back off when you need healing. The good news is that in a worse case scenario you can take control of the healer, run to the far edge of the arena, and revive all your dead party members over and over again.



The Abysson is the first in a set of Tales of themed golems you can fight..

Head back up to take the western lift to an illusionary wall for a flashback scene and then grab the **825 Unit(s) of Eleth** before taking the nearby warp. Head south to grab the chest with **Holy Bottle x3** and then make your way north to the lift and descend. Make your way northwest for the **Book of Fortitude** and then head to the save point to the east for the **All Smiles** skit. You can now take the eastern lift to reach another fight.

Return to the lift to reach the save point and you can head to the southern lift, grabbing the **7830 Gald** before you take the lift to another puzzle.

Follow the instructions below:

- North
- West
- North
- North
- North
- East
- North to an **Eleth Bottle C** and then return to the beginning.
- North
- West
- North
- North
- West
- North
- North to a **Hourglass**
- West

- South
- South to an **Arithmos Core**
- South
- South to a **Red Lavender**
- West to an **Elixir** and **Life Bottle x2**
- North
- North
- West
- North to a **Red Rosemary** and then take the lift.

Continue to another illusionary wall for a messed up flashback and then watch the **Glimpses of the Past, Part I** skit before grabbing the **Mastery Tonic C**. Head north to get the **Gigantic Drill** discovery and watch the **A Piece of History** skit and then head southeast to the save point for the **Emeraude's Mistake** skit.



The nearby warp will take you to the Ghardia Shaft - Center, but using it again will allow you to warp to the surface.

OPTIONAL SIDEQUESTS

— SHUTTLE LOCATIONS —

-- Rest and Recreation --

Items Checklist

Inner Tube | **Shark Fin**

Discoveries

Sunscreen Rangers

Skits Checklist

The Beaches Brigade

Titles Checklist

Cheria: Alluring Temptress

In Shuttle Mode, search for (X Axis: -367 + Y Axis: -159) to find the Beach Resort.

Head to the right wall to check the display for the **Sunscreen Rangers** discovery and watch the **The Beaches Brigade** skit and then speak to the receptionist to use the pool for a funny scene and Cheria's **Alluring Temptress** title.



Enjoy the discovery with Hubert and then talk to the receptionist for a beach scene.

Now head to the exit for a scene and then take the northwest door back to the beach, grabbing the sparkling point in the middle of the area for the **Inner Tube** attachment and then head into the water near the dolphin-like blow-up on the right wall for the **Shark Fin**.

-- Vault Full of Memories --

Items Checklist

Eleth Bottle EX | Life Bottle x3 | Panacea Bottle x2 | Peach Gel x2 | Beef x2 | Peach x3 | Arcane Bottle | Hourglass | All-Divide | Imperial Crest | White Wine x3 | Syrup Bottle x2 | Seablue Vestments | Red Wine x3 | Elixir | Mastery Tonic EX | Drop Bottle | Bizarre Clump | Toxic Fluid | **Seablue Statue**

Skits Checklist

Ill-Gotten Gains

Titles Checklist

Hubert: Scion of Oswell

In Shuttle Mode, search for (X Axis: 2 + Y Axis: -308) to find the Oswell Family Vault.

Boss: Martial Fury

This "boss" is not difficult and has low HP, which almost makes it as easy to fight as a standard Artillery unit. Finish it off quickly to gain access to the rest of the Oswell Family Vault and Hubert's **Scion of Oswell** title.



Defeat the vault guardian, an fairly easy boss provided you haven't been avoiding enemies.

After the scene head south down the ramp and check the alcoves to the east and west for the **Eleth Bottle EX** and **Life Bottle x3**. Now head back up the ramp and check the east and west again for the **Panacea Bottle x2** and **Peach Gel x2**.

You can now check the main building for the following items, from west to east: **Red Wine x3**, **Elixir**, **Mastery Tonic EX**, **Drop Bottle**, **Bizarre Clump**, **Toxic Fluid**, **Seablue Statue**, **Syrup Bottle x2**, **Imperial Crest**, **Beef x2**, **Peach x3**, **Arcane Bottle**, **Hourglass**, **All-Divide**, **White Wine x3**, and **Seablue Vestments**.



Grab the many treasures in the vault, including the new armor for Hubert.

You can also check the painting on the east side for the **Ill-Gotten Gains** skit and return to the shuttle.

Items Checklist

Proof of Another World | Silvered Vestments

Skits Checklist

Belated Apologies

Important: Make sure to Save before you continue

In Shuttle Mode, search for (X Axis: -381 + Y Axis: 129) to find the Shuttle Crash Site.

No. ??? (Unknown)

Set your difficulty down to Easy and then put the characters with the highest HP in your party and equip titles that give the reduced damage if they receive a huge hit, like Asbel's Paragon and Malik's Time Traveler titles. You'll also want to set everyone to manual so they stay away from the enemy and then you can then approach the star for a scene.

This enemy is not dangerous, in terms of fighting, but he will begin a self destruct at some point in the battle that does MASSIVE damage. Your only hope is to have at least one character live, since Curry will not revive your party if everyone dies at the same time. If you have to you can use an All-Divide to make this process even easier.



Lambda's body is ready to explode and you just need to survive the outcome.

When you manage to survive you'll gain the **Proof of Another World** item. You can now check the front of the shuttle for the **Belated Apologies** skit and behind it for Sophie's **Silvered Vestments**.

-- The Turtlez Bozz + A Sword of Antiquity --

Items Checklist

Businezz Application | Aston's Sword

Skits Checklist

Sup, Peoplez?

Titles Checklist

Sophie: Gothic Lolita

In Shuttle Mode, search for (X Axis: 334 + Y Axis: 180) to find the Turtlez HQ.

There isn't much here really, but if you speak to the smiley-faced Turtlez you'll get the **Businezz Application** and Sophie's **Gothic Lolita** title. Afterward, head all the way north for the **Sup, Peoplez?** skit by the waving Turtlez.

You can now head to the Knight Academy in Barona and talk to Victoria in her study for a scene. You can now return to the smiley-faced Turtlez near the entrance of the Turtlez HQ, who will sell you **Aston's Sword** for 120,000 Gald.



Talk to Victoria in Barona and then the Turtlez to buy back your father's sword.

Items Checklist

Liquisilk Fabric | Abandoned Cargo

Skits Checklist

The Troll Still Burns | Midnight Ramblers | What Goes Thump In the Night | Evenly Matched | Just Between Us Guys | Ulterior Motives | The Abridged Version | Cheria's Awakening | Kicking Butt, Taking Names | All Class | A Mother's Pride

Titles Checklist

Asbel: Vest-Dressed | Pascal: Free Spirit | Pascal: Deep Sea Diver | Cheria: Seaside Angel | Hubert: Six-Eyes | Malik: Lifeguard | Sophie: Beach Kitty

See the following locations for each of the swimsuits and some additional skits or events:

Head to Oul Raye to check the jug to the right of the Item Shop for Asbel's **Vest-Dressed** title and then check the Inn's save point for the **The Troll Still Burns** skit. Warp to the Uncharted Sandstreth and head west for a fight to to gain the **Abandoned Cargo** and Pacal's **Free Spirit** title. You can then enter the Sandshroud Ruins with the Amarcian Key and head down the steps to a fight, just north of the save point for her **Deep Sea Diver** title.



Secure Asbel's swimsuit (left) and then head to the Sandshroud ruins to begin to gather Pascal's outfits.

Head to Sable Izolle to check the right side of the Item Shops stall to purchase Cheria's **Seaside Angel** title for 100k Gald and then head to the save point by the Research Tower for the **Midnight Ramblers** skit. Make a quick trip to the inside of the Rockgagong and check the bottom right corner for a fight to gain Hubert's **Six-Eyes** title.

You can now warp to Yu Liberte to talk to the smiley-face man at the entrance for Malik's **Lifeguard** title and then head to the Inn's save point for the **What Goes Thump In the Night** skit.

Finally, head to the Strahta Desert Ruins and take the second left, heading south to the shaded area for a fight in the southwest corner for Sophie's **Beach Kitty** title. You can now head to the save point by the valkines for the **Evenly Matched** skit and then circling right around the outer ring of the valkines for the **Liquisilk Fabric**.



Get Sophie's swimsuit and then head to the valkines to get the new treasure.

Don't forget to get the following skits:

- Gralesyde Inn save point - **Just Between Us Guys**
- Wallbridge save point (head to the southwest tower, down ladder, and south) - **Ulterior Motives**
- Wallbridge Ruins save point (enter from Gralesyde Highroad and descend via the green block) - **The Abridged Version**
- Orlen Woods save point (near the village) - **Cheria's Awakening**
- Border Fortress (enter from Fendel Borderlands) - **Kicking Butt, Taking Names**
- Lhant Hill (Friendship Tree) - **All Class**
- Snowshroud Ruins save point (outside the boss room) - **A Mother's Pride**

Items Checklist

Life Bottle x3 | Crystal Seashell | Eleth Bottle EX | 900 Unit(s) of Eleth | Grape Gel x3 | 6900 Gald | Clear Core | All-Divide | Elixir | Mastery Tonic EX | **Hero Staff** | Hourglass | 1 Gald | **Book of Solitude**

Discoveries

Heat Ray Cannon B

Skits Checklist

A Show of Gratitude | That Old Familiar Feeling | Cool Composure | Patching the Cracks

Note: If you are too low level you'll want to avoid the battles, especially ones with the Golems. I find a good party is Sophie, Cheria and Hubert because all three can heal and 2 of them can revive.

Head down the steps and enter the first door to power up the ruins, similarly to the one in Fendel. Continue south down the stairs to the save point to watch the **A Show of Gratitude** skit and then head through the door to the north for **Life Bottle x3** and the **That Old Familiar Feeling** skit. You can now return to the previous room and exit through the east door.



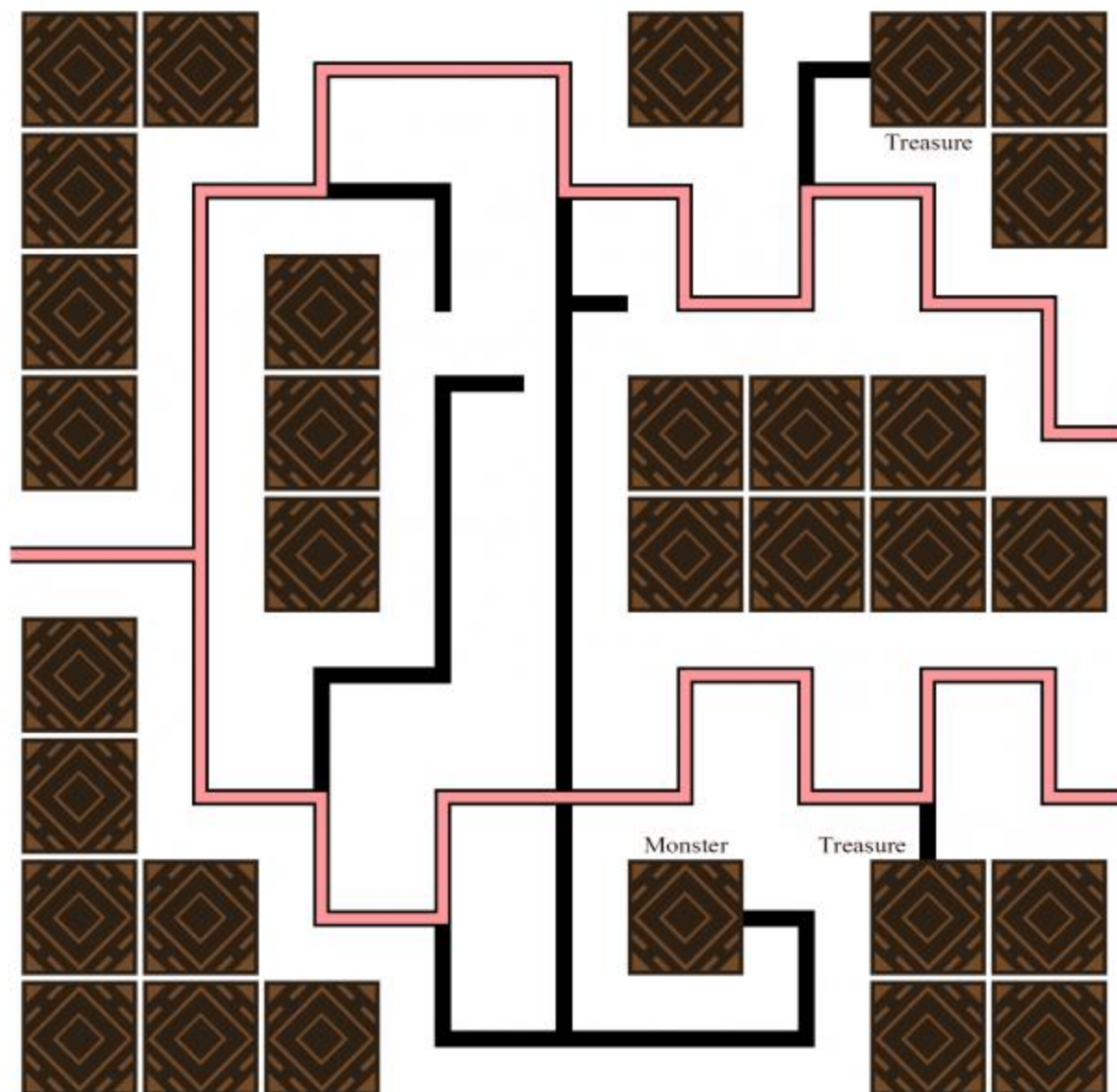
Turn on the power and enter the lower room for a skit at the powers core.

Important: If you are not seeing a map after this text you'll need to zoom your browser out by holding Ctrl and pressing the - key on your desktop.

 Exit Path

Sandshroud Ruins

Puzzle 1



The puzzle here requires you to light both doors, but there are bonus items for lighting the floor tires. Shift the power to the two eastern-most pointers and then instead of pointing them to the doors, point them north / south to get the **Crystal Seashell** and **Eleth Bottle EX** item. You can now move the pointers to the doors and take either to the next room.

Direct the power south and enter a complex room with two things you can move, the pointers and the connection devices on the floor.

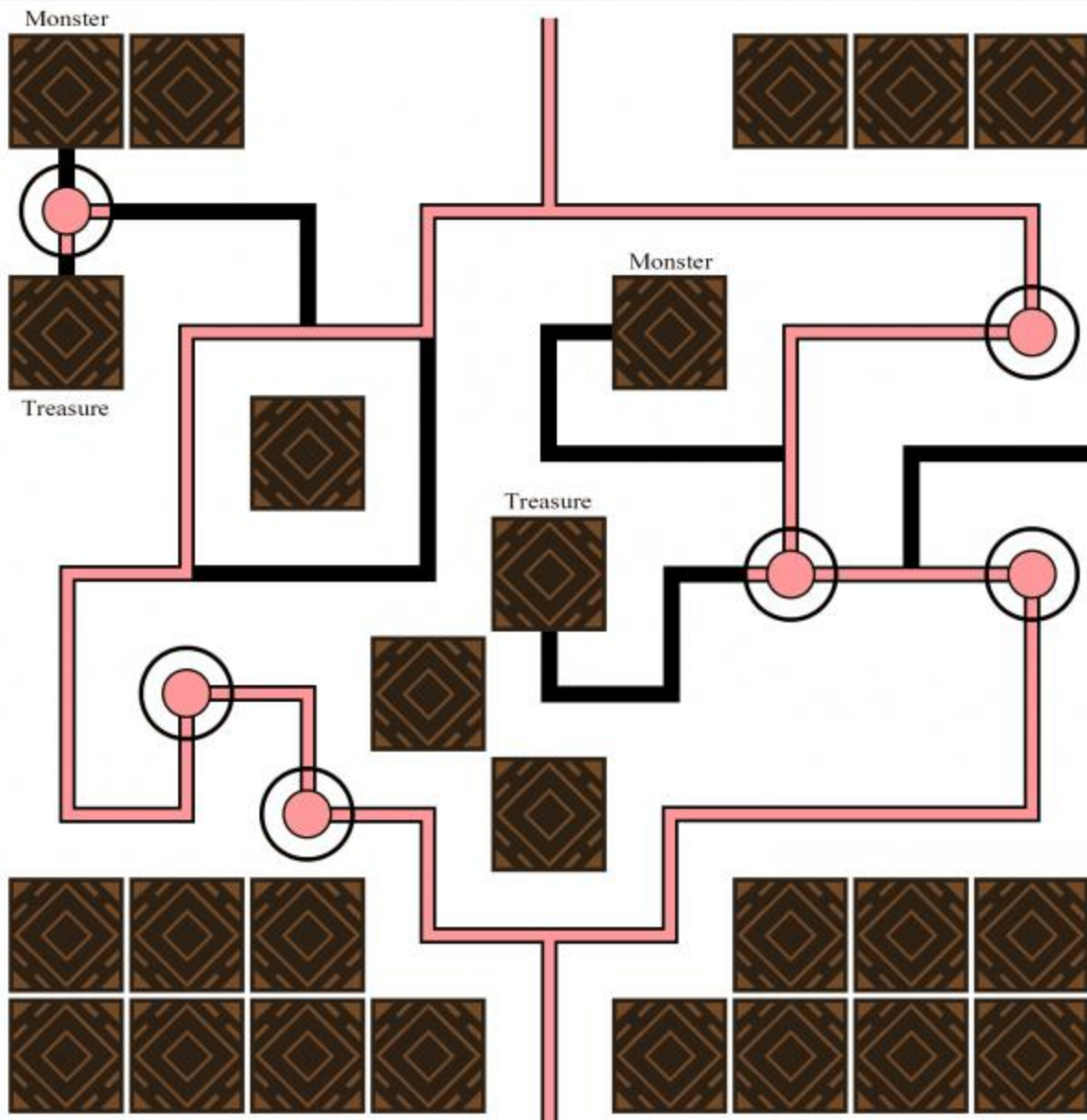


Connection Device

Set to the direction of the exit or toward a treasure

Sandshroud Ruins

Puzzle 2



Start with the eastern path and move the pointers to power the orange square directly south of the door for **900 Unit(s) of Eleth** and then continue it to the southern door. Return to the entrance and head to the northwest corner and move the connection so that it points east and south before powering it to gain **Grape Gel x3**. You can now

direct the power south to unlock the door and continue.

Head east on the upper level to grab the chest with **6900 Gald** before continuing down the steps and through a door to another puzzle room.

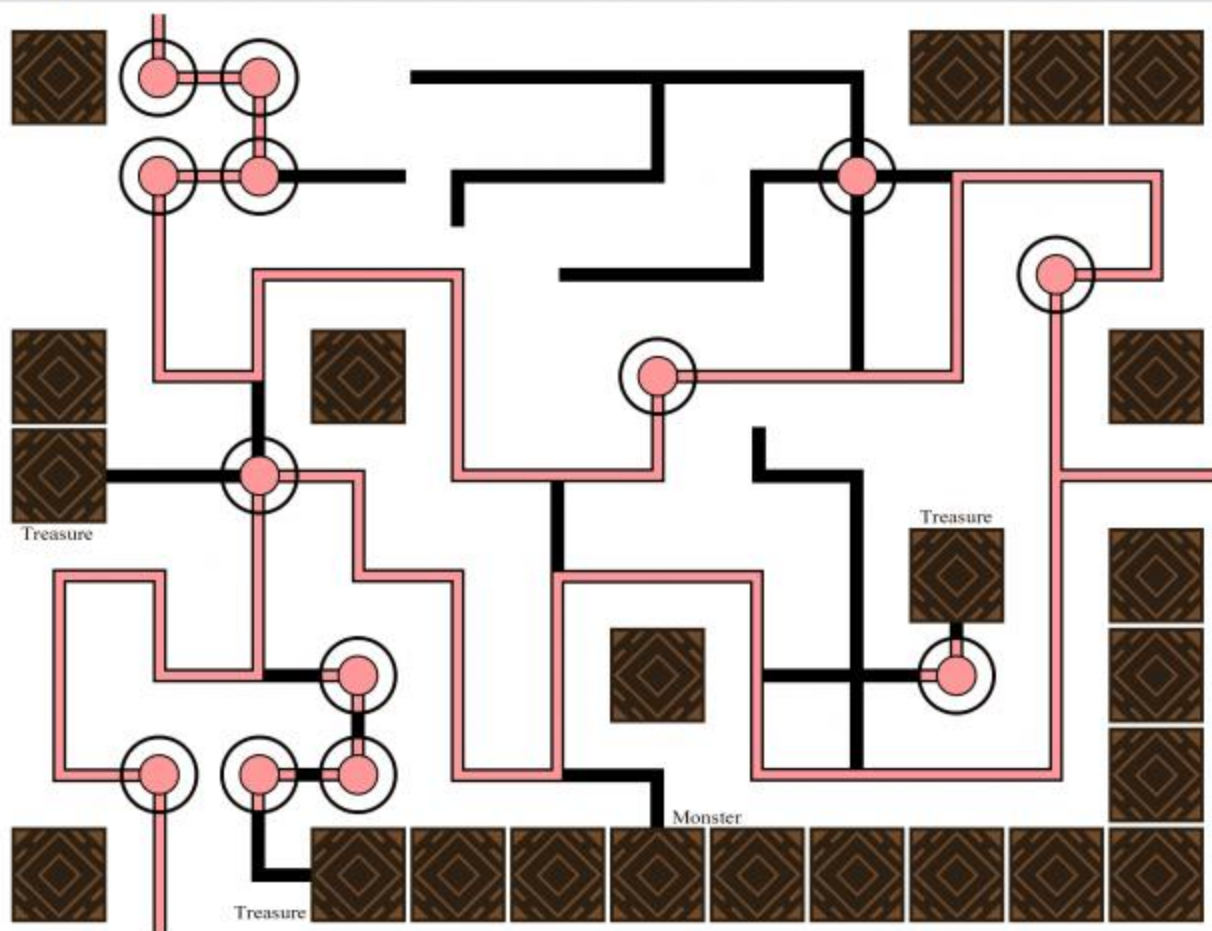


Connection Device

Set to the direction of the exit or toward a treasure

Sandshroud Ruins

Puzzle 3



There are two exits in this area, with each leading to another puzzle room. Start with the northern path to direct the power westward and when you reach the last pointer, just before the four floor device, make it head south to power the orange square for a **Clear Core**. You can now use the four connection devices to power the northern door.

Return to the start and direct the power to the orange square to the southwest of the

entrance for an **All-Divide** and then continue to the west until you reach the last pointer, using the three connection devices to power the orange square for an **Elixir**. You can now light up the southern door to exit south.

The southern path leads to a large room with multiple color streams, points, and floor devices that split your color streams. The object is to send the matching color stream through each of the colored floor tiles and then power the doors at the east end.

In order to complete this on your own you will need to understand primary colors and what outcome occurs when blending two primary colors. For example: red and blue together creates a purple stream. On the flip side, sending a purple stream through a splitter will result in a red and blue stream exiting.

Please use the following image to complete the puzzle:

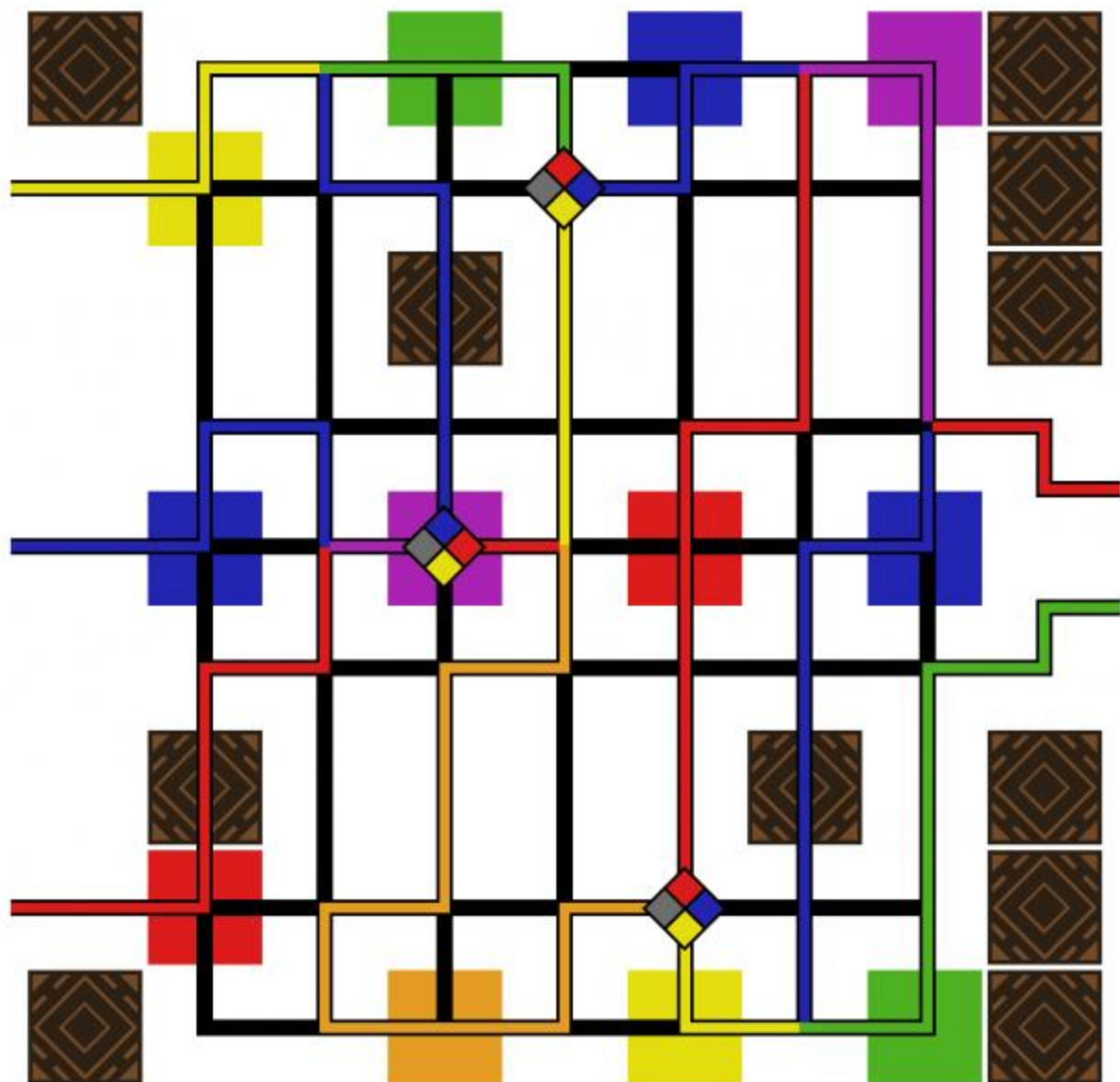


Color Splitter

Any color going into a splitter will be spit out into its primary colors

Sandshroud Ruins

Color Puzzle 1



Boss: Graveraper

The Graveraper is just like the Polycarpus, with two types of attacks depending on the placement of his back. Focus on guarding the Graveraper's melee attacks and

then side-step around it's beam ranged attacks.

You can now grab the two treasures containing a **Mastery Tonic EX** and **Hero Staff** before you make your way back to the large room and take the northern exit this time.



Defeat the Graveraper to open both chests, one containing the valuable Hero Staff.

The northern path leads to a small room with a **Hourglass** and the **Cool Composure** skit at the save point and then send the red and blue stream together to send the purple one to the door.

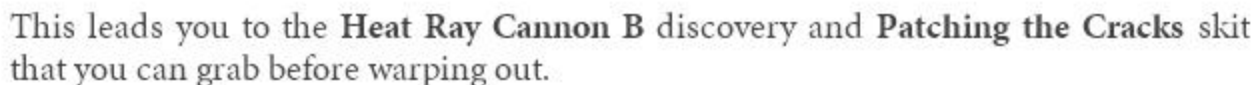
You can now continue to the next room and use the following image to gather **1 Gald**, a **Book of Solitude**, and exit to the next room:



Any color going into a splitter will be spit out into its primary colors

Sandshroud Ruins

Color Puzzle 2



-- Cheria's Piano + A Misplaced Picture + Guardians of the Valkines --

Items Checklist

Tuning Fork | **Amber Vestments** | **Treasured Picture** | **Gloandrake's Cryas** | **Duplewyrn's Cryas** | **Forbrawyvern's Cryas**

Skits Checklist

...And Back Again | Where Credit is Due

Titles Checklist

Cheria: Emotive Pianist

Head to Seaside Cavern and follow the path north until you find a new chest with the **Tuning Fork** and then continue north to the save point near the Deathglow Algae for the skit **...And Back Again**.

You can now make your way to Barona's Inn to turn in the **Tuning Fork** for a scene, the **Amber Vestments**, and Cheria's **Emotive Pianist** title and then check the save point for the **Where Credit is Due** skit.



Turn in the **Tuning Fork** for a scene about Cheria's mother and then watch the skit at the save.



Make sure to stop by the Knight Academy and talk to Victoria for a scene and then

enter the house near the Royal Sanctuary and talk to the man inside to receive the **Treasured Picture**.

Finally, remember all those star events in front of the valkines'? Well, there is one here in Barona and it is the weakest of the three, so save and go try to fight it.

Boss: Gloandrake, Duplewyrn, or Forbrawyvern

Firstly, set your difficulty to Easy and equip the titles that reduce damage from a single large damage attack. Since these bosses have heavy damage output you'll want to have dual healers with Cheria and Sophie in the party to revive other players, or each other should one die, and have your other AI character be a caster.

The major attacks you need to watch out for is the boss' AOE breath attacks, high damage tail attacks, and arm swipes. Stay away from the boss' body, as it will damage your party as it moves around, and when the boss reaches 50% HP it will become more aggressive and do even more damage by casting spells. The spells are easy to dodge, but unfortunately the AI can be rather stupid and just stand there and take the hit.

If you win, you'll gain the **Gloandrake's Cryas** and if you go defeat the other valkines guardians two using the same method you'll gain the **Duplewyrn's Cryas** and **Forbrawyvern's Cryas**.



The dragons are dangerous foes with many attacks that become more aggressive at low HP.

-- A Sword of Antiquity + Modern Couture + Innocent Couture --

Items Checklist

5760 Gald | Elixir | **Pearl Windthread** | Scarlet Vestments

Skits Checklist

Single Entendre

Titles Checklist

Asbel: Inheritor of Excalibur | Hubert: Modern Youth | Cheria: Innocent Maiden

Head to Barona Castle's save point to watch the **Single Entendre** skit and then head to the throne room to talk to Dalen about the sword you obtained from the Turtlez HQ to receive Asbel's **Inheritor of Excalibur** title.

Return to the lobby, head east four screens, enter the northwest room, and follow the path all the way west to a chest with **5760 Gald** and then exit and check the northern rooms for an **Elixir** and **Pearl Windthread**.



Talk to Duke Dalen and then check the corridors for some extra treasures.

You can now return to Katz Korner to turn in the Liquisilk Fabric, Pearl Windthread, and Shark Fin for Hubert's **Modern Youth** title, Cheria's **Innocent Maiden** title and Pascal's **Scarlet Vestments**.

-- Her Husbands Keepsake + Strange Folk + Sophie's Seed Collection --

Items Checklist

Ship Model | **Requiem** | Mabo Curry x10

Skits Checklist

It Happens to Everyone! | **Model Siblings** | **The Mystery Seed**

Titles Checklist

Asbel: Honorary Knight

Head to the Barona Catacombs and make their way to where you first saw Lambda, stopping at the save point for the **It Happens to Everyone!** skit, to find a shining spot that contains the **Ship Model**.

You can head to Lhant now and turn the Ship Model in to the maid in Lhant Manor for Asbel's **Honorary Knight** title. While you're here, head upstairs to Asbel's desk to watch the **Model Siblings** skit and then check the room to the right of the save point to find Fiery Joe, receiving the **Requiem** and **Mabo Curry x10**. Make sure to talk to the gang again for another scene to complete their sidequest chain.



Watch the skit in Asbel's room and then head downstairs to meet up with Fiery Joe.

Finally, head to Cheria's and plant the remaining seeds for a scene to gain Sophie's **Flower Girl** title and watch the **The Mystery Seed** skit. You'll have to wait a little while, but after a while you can head to the Item Shop for a scene.

-- A Misplaced Picture --

Items Checklist

Carbon Rod

Titles Checklist

Hubert: Hot-Blooded

Head to North Yu Liberte Port and talk to the smiley-faced sailor on the port for a scene to get Hubert's **Hot-Blooded** title. You can now follow him to Sable Izolle and talk to him by the Inn to gain a **Carbon Rod** before turning the Treasured Picture at the Inn.



Meet the young man in Oul Raye and Sable Izolle to repair his relationship.

-- Opening Night --

Skits Checklist

Fire in the Hole | They're So Method

Titles Checklist

Malik: Best Supporting Actor

Head to the Velanik Inn for the **Fire in the Hole** skit at the save point and then head backstage to talk to the man for a scene. You can now turn in the 5 Best Princess Stories to the Inn for a scene to gain Malik's **Best Supporting Actor** title. You can now head to the backstage again for the **They're So Method** skit.



Watch the fun play with the whole group and then head backstage for a skit.

-- The Sick Child --

Items Checklist

Estelle Plushie | **Prince Plushie** | **Mizu-chan Plushie** | **Lara's Medal** | **Therapeutic Slicers**

Skits Checklist

The Smell Test | **Comprehensive Care**

Titles Checklist

Sophie: Lara's Bestie

Head to the Inn to watch the **The Smell Test** skit and then head to the dualizing menu to make the following:

- **Estelle Plushie** - Dualize with a Stuffed Doll + Imperial Crest
- **Prince Plushie** - Dualize with a Stuffed Doll + Bizarre Clump
- **Mizu-chan Plushie** - Dualize with a Stuffed Doll + Toxic Fluid

You can now turn in the final three dolls to the little girl to gain **Lara's Medal**, the Sophie's **Lara's Bestie** title, and watch the **Comprehensive Care** skit after the long scene. Make sure to return to the girl's room for Sophie's **Therapeutic Slicers** before leaving.



Hand over the remaining plushies for a sad scene and the skit that follows.

-- Smuggling Run + Barmaster Malik --

Items Checklist

Mastery Tonic G | Strahta Ratchet

Titles Checklist

Malik: Barmaster Candidate

Head to Port Zavhert and check up on the Carta King to see if you have enough cards for the **Mastery Tonic G** and then board the ship for the ????? destination for a fight to receive the **Strahta Ratchet** and Malik's **Barmaster Candidate** title.

You can now head to Barona's Pub and talk to the smiley-faced man for a scene in which Malik tends to the bar.



Take the ship from Port Zavhert for a scene and then head to the Barona Pub for another.

-- Pascal and the Spy --

Items Checklist

Evidence of Espionage | 555 Unit(s) of Eleth | Hazardous Liquid | Venomous Needle | **Book of Expansion**

Skits Checklist

Two Birds

Titles Checklist

Pascal: Patriot of Fendel

Head to Fendel Tower for the **Two Birds** skit at the save point and then take the elevator under the stairs to B10. Talk to the smiley-faced man on this floor for a scene to gain the **Evidence of Espionage** and Pascal's **Patriot of Fendel** title and then head into the dark corridor.



Watch the skit on the 1F and then head to B10 to talk to the terrorist spy.

Start by turning the first and second valve to cross the venting and then cross the pipe and move the platform to the left side before taking the lift. Turn both valves and make sure to leave the platform in the right position, allowing you to cross the west platform and descend to the **555 Unit(s) of Eleth** before leaving to the south.

Enter the next corridor and turn the valve before taking the lift down. Head east, crossing the platform, and then take the other lift for the **Hazardous Liquid** before turning the other valve. You can now walk across the venting and turn the left valve back on before descending again.

Take the western lift down this time and ride the platform to the right to turn the right valve and exit to the south. Here you can find a **Venomous Needle** and **Book of Expansion**, hidden behind a crate, and then ride the elevator back to the 1F.



Grab the two treasures, one of which is hidden behind the crate on the right.

-- Rangers, Move Out! --

Items Checklist

Pondslopper | Gauss's Seal

Skits Checklist

Inspiring Ire

Head to the Fendel Research Laboratory and take the lift to Fourier's Lab to leave through the southern door and watch the **Inspiring Ire** skit at the save point. Afterwards, head east to is a star for a scene and a fight to gain the **Pondslopper** item and then check the boxes in the corner for the **Gauss's Seal**.



Check the save for a skit about Cheria and then make sure to get the Gauss's Seal.

-- A Sword of Antiquity + Shot Cube --

Items Checklist

Excalibur | Mythril Shotstaff | Rare Shotstaff | **Winner's Trophy**

Skits Checklist

Tall Tales | Puzzle Master

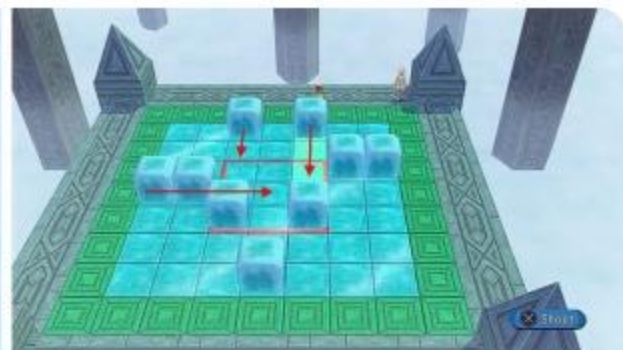
Head to the save point near the Amarcian Enclave Inn for the **Tall Tales** skit and then head to the Overseer's Chamber to talk to Poisson to finish the Sword of Antiquity event, gaining the **Excalibur**. You can now play Shot Cube Levels 10-12.

Stage 10: Push the bottom left block right and then push the new group into the middle. Now push the bottom right block up and push this new group in too. You can now push the remaining block on the right wall in, followed by the rest of the blocks for the **Mythril Shotstaff**.



Stage 10: Push the blocks into pairs before you push them into the center.

Stage 11: Start by pushing the top middle block on the left wall to the opposite side and then push the single block on the right wall to the opposite side. Now push the top right block in, followed by the group on the left wall, and then push the remaining top block down. You can now push in the last group and single block to finish the puzzle for the **Rare Shotstaff**.



Stage 11: Push the blocks across to group them before you deal with the remaining blocks.

Stage 12: Push the bottom left block up and the top right block down first, followed by pushing the bottom middle block on the right wall into the middle. You can now push the bottom right block up before you push the top middle block on the right wall across to the opposite site.

Make sure to push the bottom block up before the group on the left wall in and then push the top block down before pushing the remaining blocks in to complete the puzzle for the **Winner's Trophy**, and the **Puzzle Master** skit.



Stage 12: Make sure to carefully push the blocks out of the corners or you'll get stuck.



With most of the blocks set, you can mop up the remaining blocks to finish the puzzle.

-- Lorelia's Grave --

Items Checklist

Arcane Bottle | Elixir | 4546 Gald | Grape Gel x2 | **Kurt's Pendant** | Abyssal Vestments

Skits Checklist

Music Makers

Titles Checklist

Malik: Unable to Die

Head to Fendel Glacier Ruins and make your way to the valkines, getting the **Music Makers** skit at the save point, and then check behind the warp for a hidden tunnel that leads to an **Arcane Bottle**, **Elixir**, **4546 Gald**, and **Grape Gel x2**. At the bottom of the long tunnel, check the star for a scene to gain **Kurt's Pendant** and Malik's **Unable to Die** title before opening the new chest for the **Abyssal Vestments**.



Watch the skit and then make your way to the bottom of the tunnel to find Lorelia's grave.

-- Version 6.1 + Sophie's Seed Collection --

Items Checklist

Book of Audacity | **Rare Tunic** | **Data Recorder** | **Melon**

Titles Checklist

Sophie: Version 6.1

Travel to World's Eye and head east, south, and east to a pod with a new chest containing the **Book of Audacity**. You can now jump into the orifice to head west twice for a **Rare Tunic** and check the star for a scene, gaining the **Data Recorder** and

Sophie's **Version 6.1** title.

You can now head to the star by the Item Shop in Lhant for a scene that allows you to now buy Melons, used to make Melon Gels.



Stop by World's Eye to complete the sidequest and then check up on your seeds.

-- **Death of a Humanoid** --

Skits Checklist

Target Practice | Just Between Us Gals

Titles Checklist

Pascal: Brainiac

Head to the save point on the 1F of Telos Astue for the **Target Practice** skit and then make sure you have following items:

- Soaring Crystal x2
- Overgrown Crystal x2
- Formless Crystal x2
- Hyperdense Crystal x2
- Artificial Crystal x2
- Moist Crystal x2

Make your way to the Humanoid Research Center and head to B4 South via B3 to watch the **Just Between Us Gals** skit at the save point. You can now head back to B2

to head west, north, and east to check a star for a scene. If you have the above materials, which you should, you can check the star again for another scene to gain Pascal's **Brainiac** title.



Get the skit and then head to the star to make a mecha-Sophie with the above materials.

-- Captain Handsome --

Items Checklist

Drill

Skits Checklist

A Desolate World

Titles Checklist

Malik: Model Soldier

Make your way to the final area of Bathus Citadel, where we got the Derris Bit, and watch the **A Desolate World** at the save point for another **Drill** and Malik's **Model Soldier** title.

Important: Make sure to check all the Inn's to complete any of the requests from the recent collection of items before continuing to the end of the game.

CHAPTER 8: ADULTHOOD (PART VII) CONT.

—— GHARDIA SHARF - CENTER & DEPTHS ——

Items Checklist

Red Verbena | **Arithmos Core** | Panacea Bottle x2 | Red Saffron | Fatal Attraction | Syrup Bottle x2 | 840 Unit(s) of Eleth | Mastery Tonic EX | Red Chamomile | **Arithmos Core** | Red Savory | Eleth Bottle EX | Life Bottle x3 | **Arithmos Core** | 870 Unit(s) of Eleth

Discoveries

The Forgotten Ones

Skits Checklist

Glimpses of the Past, Part II | Hypothetically Speaking... | Give it a Spin | Getting Closer | Used Tools | Glimpses of the Past, Part III | What We Fight For

Titles Checklist

Asbel: Heart of Graces

Take the warp back to the Ghardia Shaft Center to head north for another flashback and then watch the **Glimpses of the Past, Part II** skit. You can watch the **Hypothetically Speaking...** skit at the nearby save and then head west to find a **Red Verbena**.



Watch the skits after passing through the flashback and then grab the nearby chest.

Head northeast and take the left warp to reach another **Arithmos Core** and then grab the **Green Crystal** from the Peach Device. You can now head back the way you came and head west to the green orb for the **Give it a Spin** skit before using it twice.

Take the northeastern warp to a pedestal where you can swap the Green Crystal for the **Orange Crystal** and then continue west across two warps until you reach the **Panacea Bottle x2**.

Head southeast to swap the Orange Crystal for the **Peach Crystal** and then head back to the green orb at the top floor and use it once. You can now take the western warp to place the Peach Crystal in its pedestal and then take the nearby warp to reach a **Red Saffron** and the **Vespereon** boss.



Place the Peach Crystal on and then warp down for a chest and the Vespereon boss.

Return to the green orb again and use it twice and then take the eastern warp and follow the path back to where you gained the Panacea Bottles. Head south to an orange device and use it once and then warp back up one level to fight Rebirthion in

the east.

Warp back down to the previous level and continue northwest this time, opening the three chests with a **Fatal Attraction**, **Syrup Bottle x2**, and **840 Unit(s) of Eleth** before taking the central warp.

Start by heading east and west to grab the **Mastery Tonic EX** and **Red Chamomile** and then check the south to view the **Getting Closer** skit at the save point.



Grab the treasures on either side and then check the save to the south for a skit.

This whole area is like a clock, with 12 different branches. For ease I'll be listing the locations as if it were a clock, with 12 at the top and 6 at the bottom.

- 10 - Examine the **The Forgotten Ones** discovery and watch the **Used Tools** skit
- 8 - Use the yellow orb once
- 7 - Pick up the **Red Crystal**
- 11 - Swap the Red Crystal for the **White Crystal**
- 8 - Use the yellow orb once
- 4 - Grab the **Arithmos Core**
- 5 - Grab the **Red Savory** and use the blue orb once
- 1 - Swap the White Crystal for the **Purple Crystal**
- 2 - Grab the **Eleth Bottle EX** and swap the Purple Crystal for the **Blue Crystal**
- 7 - Place the Blue Crystal on the pedestal
- 6 - Grab the **Black Crystal**
- 1 - Swap the Black Crystal for the **White Crystal**
- 6 - Place the White Crystal on the pedestal

With all the crystals in place you can now head up the 12 o' clock branch for a fight

and then head through the illusionary wall for a scene before watching the **Glimpses of the Past, Part III** skit. You can now grab the nearby **Life Bottle x3** and warp to the Depths.



Walk through the final flashback and then watch the skit about Lambda and Richard.

The Depths acts as another checkpoint warp that can take you all the way to the surface, but there's no need to use it now. Follow the path to another warp and then head to the nearby warp, to the north, to grab the final **Arithmos Core**. You can now backtrack to the clock-like area and take the 3 and 9 o'clock paths to defeat the final two golems.

Return to the Depths and follow the path southwest through a bunch of warps, ignoring the north warp that leads to a dead end, and grab the **870 Unit(s) of Eleth** from a northern alcove before continuing to a boss fight.

Boss: Proserpina x2

The most annoying part about this boss is that the flying means that some of your artes will be less than effective against them, meaning you should go for melee fighters like Asbel, Hubert, and Sophie. You'll want to make sure to break through the Nova Shield to allow you to do decent combos and then just guard their attacks, many of which are similar forms of the Dispaters in the Strahta Desert Ruins.



You can now continue to follow the until you reach the final save point, where you can watch the **What We Fight For** skit.

Note: If you are going for 100% in one playthrough you should make sure to check the following:

- Requests Checklist - Some requests will disappear and be unavailable in Lineage & Legacies
- Riot Peak Trials - All lower Riot Peak challenges disappear in Lineage & Legacies

Note that once you beat Lineage & Legacies you will have access to all of this stuff again, so if you just want to go forward and get it later, you can!

Boss: Richard (Final) & Lambda Angelus

The fight with Richard is no different than the last time you fought him, so finish him quick.

Lambda uses a Nova Shield that you will have to cancel whenever it comes up and his major attacks are spells that can dish out lots of damage. In addition, Lambda has the ability petrify, stone, and weaken your party and when he gets low HP he starts to use Nova Shield more often and use his attacks more frequently.

Since Lambda is weak to A-Artes you'll want to go with a melee team and be aggressive for large combos and guard or side-step any of his attacks. Make sure to back off when Lambda gets an Eleth Burst because his Mystic Arte is screen wide attack that can easily take 2-3 people out of combat at once. Since the AI may be too

stupid to back off, it's a good idea to equip the 1000 damage or more = 50% damage titles if you have them.

Defeating this boss in 60 seconds will net you a trophy and you'll also be able to watch the **A Pact Fulfilled** skit for beating the game.



Lambda is a slow enemy, so focus your attacks on combos and guard his powerful attacks.



Lambda Angelus in 60 Seconds

Defeated Lambda in the final battle in a minute or less.

COLLECTED?



Congratulations!

You have beat Tales of Graces f for the first time. No fear, it is not over! There is plenty still to do if you wish to continue playing.



A Pact Fulfilled

Completed Chapter 8.

COLLECTED?



Now that you have beaten the game you can strive to do the following by changing your difficulty:



Game Clear: Moderate

Completed the game on the Moderate difficulty setting.

COLLECTED?



Game Clear: Hard

Completed the game on the Hard difficulty setting.

COLLECTED?



Game Clear: Evil

Completed the game on the Evil difficulty setting.

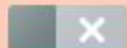
COLLECTED?



Game Clear: Chaos

Completed the game on the Chaos difficulty setting.

COLLECTED?



There are two major choices now, gameplay advancement wise:

- New Game+
- Extras Menu > Lineage and Legacies (Continues the story in Future Arc)

Lineage & Legacies let's you continue with your current supplies through a bonus story. I suggest doing this **BEFORE** you NG+

LINEAGE AND LEGACIES

A NEW ENEMY

— LHANT + DETOUR —

Discoveries

Lords' Memorial

Skits Checklist

Six Months Later... | Half-Hearted Proposals | Cry Harder

Titles Checklist

Asbel: Lord of Lhant | Sophie: Toast of the Town

The beginning of Lineage & Legacies begins a year after Aston's death, placing it six months after the end of the main arc. After the scene you'll gain Asbel's **Lord of Lhant** and Sophie's **Toast of the Town** titles you can take a moment to examine the grave for the **Lords' Memorial** discovery and watch the **Six Months Later...** skit.

Head to Lhant Manor for a scene and then head to Asbel's room upstairs to check his desk for the **Half-Hearted Proposals** skit. You can now head to the study for the **Cry Harder** skit and a scene at the star that reveals some interesting stuff about the past.



Head upstairs for a skit about Asbel's bridal prospects and then head to the study for a scene.

Head to Oul Raye to talk to the port captain for a scene and then head to the Turtlez HQ to talk to the smiley-faced Turtlez for another scene. You can now talk to him multiple times to turn in an Apple, Banana, and Peach to complete this sidequest.

Items Checklist

Letter from Richard

Skits Checklist

Flying Solo

Shuttle to the highroad to defeat the nearby monsters for a scene and then make your way back toward Lhant.

Head to Lhant Manor's courtyard for a scene and then head inside to receive the **Letter from Richard** before you rest. The next day, head to the first floor bedroom for a scene and then leave town to the southeast for the **Flying Solo** skit at the East Lhant Highroad save point.



Head to Sophie's bedroom for a scene and then head to East Lhant Highroad for a skit.

Items Checklist

Kaiser Rapier | Last Crusader | Elven Cloak

Skits Checklist

The Odd Man Out | Brother from Another Mother

Titles Checklist

Cheria: Traveling Healer | Hubert: Eradication Director | Malik: Special Attache | Richard: King of Windor

Head to the lobby for a scene to gain Cheria's **Traveling Healer** title and then proceed to the throne room to regroup with your other allies for Hubert's **Eradication Director**, Malik's **Special Attache**, and Richard's **King of Windor** titles.

You can now watch the **The Odd Man Out** skit in the lobby and then head to the valkines for the **Brother from Another Mother** skit.



Meet up with the gang in the throne room and then head to the valkines for a skit.

Note: You'll also gain many titles for Richard, due to his long absence from the party, so take a moment to check them all out.

Now that Cheria is in your party, stop by her house in Lhant for a scene at the star.

ERATICATING A NEST

BARONA CATACOMBS

Items Checklist

Arcane Bottle | Grape Gel x3 | All-Divide | Hourglass | Gnome Cloak

Skits Checklist

Wise Words

Follow the path east to grab an **Arcane Bottle** just before the broken bridge and then take the upper path to some **Grape Gel x3** in a small alcove.

Continue on the upper path and through the stone doorway, heading south and then north to where you previously found the discovery for an **All-Divide**, and then backtrack to the room where you first met Lambda to grab a **Hourglass**.

You can now backtrack toward the first stone door and take the lower path to a **Gnome Cloak** and the **Wise Words** skit before you enter the warp nearby.



Grab the chest at the end of the cave before you watch the skit and enter the ruins.

Items Checklist

Sylph Cloak | Dangerous Liquid | Lavender | Verbena | **Magic Carta No. 70** | Elixir
| Needle of Extinction | Suspicious Powder x5 | **Magic Carta No. 71** | **Magic Carta No. 72** | Killer Fang | 1000 Unit(s) of Eleth | Radiant Howl

Discoveries

Eloquent Stone | Gustworks Core

Skits Checklist

Fame Sans Fortune | Gentlemanly Behaviour | The Marrying Type | Renewing the Pact | The Necessary Motivation | The Atmosphere Between Them | Growing Old | The Most Dangerous Game | One More Communicator

Titles Checklist

Cheria: Reader of Hearts

Head for the save point for the **Fame Sans Fortune** skit and then proceed west for a scene and a fight.

After the scene you'll have only Asbel and Richard in your party and can head south a bit for the **Gentlemanly Behavior** skit. Make your way north to check the machine with the purple crystal to rest or use the Telos Astue shops and then head west, following the only path.

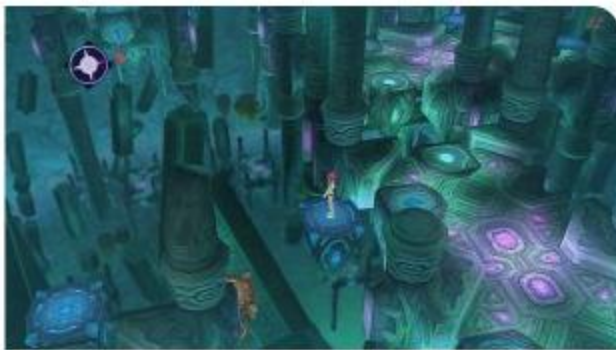


After the scene in which the group splits, watch the skit to the south of the area.

When you take the northern block to the next platform you should take the eastern block south to grab the **Sylph Cloak** before you backtrack and continue west for a scene. Once the scene ends, head west and check the orange device to switch to your other party.

After the scene head west to the northern platform, much the same as you did with Asbel, and take the southeastern block to a **Dangerous Liquid**. You can now head back and north to reach the **Lavender** on the opposite side before you return and continue west for a scene.

After teasing Hubert a little, head south to watch the **The Marrying Type** skit and then check the machine to rest or restore your Eleth. You can now head west, north, and south to knock the gold block and then backtrack to continue west again to switch parties.

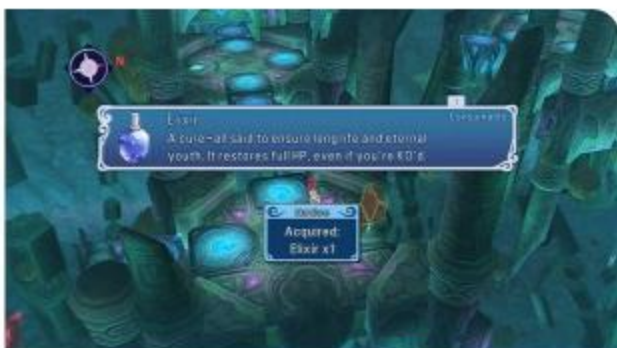


Watch the funny skit about marriage with Hubert and then continue to bump the gold block.

With the gold block now bridging the gap, continue west to bump another gold block and then head back to follow the path north and switch parties again.

Continue to follow the north path, using the northern blue block to knock another gold block down, and then head west to a new platform via the gold and red blocks. Make sure to head west first, for a **Verbena**, and then head back to continue north to another device, but don't use it.

Instead, head east to grab the **Magic Carta No. 70** and then take the south block to hit the other gold block from earlier. You can now head back at the device, go west, and then north to reach an **Elixir** before switching groups.



Grab the Magic Carta and the Elixir before you switch parties to Asbel and Richard.

Cross the new path of gold blocks, heading south to reach the **Eloquent Stone** discovery for the **Renewing the Pact** skit, and then return to the gold blocks and head north for a **Needle of Extinction**. Ignore the device to head west and north to bump another gold block and then return and switch parties again.

Follow the path west to a split where you'll want to take the east block to bump another gold block and then head back to continue north to switch to Asbel again. Continue west to a split, taking the east block for **Suspicious Powder x5**, and then backtrack to head north until you can bump another gold block before you switch parties.



Get the Suspicious Powder and make sure to bump another gold block before switching.

Cross the new gold block to continue west path until you can head south, getting the **Magic Carta No. 71**, and then backtrack to head north, taking the north block to bump another gold block before you descend via the green one. You can now head west to the large room and switch to Asbel's party, following the path north until you meet up with Cheria's party for a scene.

With the party now together you can change your party to whatever you like and head south for the **The Necessary Motivation** skit. Since the blue block moved you can now head west to ascend via the green block and then go south twice to the **Magic Carta No. 72**.

If you continue east you'll be back at the entrance, but we actually want to head north and then west to reach the **Gustworks Core** discovery for the **The Atmosphere Between Them** skit. You can now head back to the green block and descend.



After the funny skit between Malik and Richard, head upstairs to reach the discovery.

Head west this time, taking the north block to reach a **Killer Fang**, and then continue

west to a split and head south for **1000 Unit(s) of Eleth**. You can now continue north twice to the save point for the **Growing Old** skit and then take the green block to a scene and a fight.

Boss: Legendary Wyvern

The first version of this fight isn't any different from other fights and you'll just need to inflict a certain amount of damage to trigger another scene.

In the second encounter you'll have a new bar over Asbel's character image that indicates the new Accel Mode. When this new bar fills over 50% you can hit R2 to unleash your power, which creates a damaging aura around the user and grants additional bonuses like combos, CC, etc. This ultimately make this fight easier, but be careful because if you die the Accel Mode bar will empty and you'll have to refill it again.



After the scene you'll be able to use Accel Mode, a power granted thanks to Lambda.

Make sure to watch the **The Most Dangerous Game** skit, grab the chest with the **Radiant Howl**, and then ascend and then follow the path:

- South
- East
- East
- Ascend
- South
- South
- East
- North

- East
- Warp

After the scene you'll gain Cheria's **Reader of Hearts** title and can walk toward the exit for the **One More Communicator** skit.

Skits Checklist

Sentimental Journey | A Night at the Inn | Crisis of Leadership | Reforming Zavhert

Titles Checklist

Cheria: Blurter of Truths | Malik: Retracer of Paths

Exit the Sanctuary for the **Sentimental Journey** skit and then warp to Gralesyde for the **A Night at the Inn** skit. You can now head to the Inn for a scene at the star to gain Cheria's **Blurter of Truths** title.

You can now warp to the Fendel Borderlands and walk north to Velanik (yes, you need to walk) and head to the Inn for a scene at the star. Make sure to also check the save point for the **Crisis of Leadership** skit.

Finally, warp to Zavhert to watch the scene at the star for Malik's **Retracer of Paths** title and then make sure to head to the Inn for the **Reforming Zavhert** skit.



Head to the Velanik Inn and Zavhert for two scenes related to Malik and his past.

THE EVOLUTION OF A SPECIES

— AMARCIAN ENCLAVE - FENDEL GLACIER RUINS —

Items Checklist

Sage | Symphonian Scepter | Scars of Eternia | **Magic Carta No. 60** | **Magic Carta No. 61** | Tempest Bringer | 500 Unit(s) of Eleth | Efreet Cloak | Verbena x2 | **Magic Carta No. 62**

Skits Checklist

A Simple Courtesy | Half-Cocked | Friends Again | A Kingly Cloak

Titles Checklist

Pascal: Same Old, Same Old

Head to the Enclave for a scene and then head to the Inn's save point for the **A Simple Courtesy** skit.

Warp over to the Fendel Glacier Ruins for a scene and then make your way to the valkines, grabbing the restocked chests with a **Sage**, **Symphonian Scepter**, **Scars of Eternia**, **Magic Carta No. 60**, **Magic Carta No. 61**, **Tempest Bringer**, and **500 Unit(s) of Eleth**.



Make your way to the valkines, grabbing the many chests on the way for great weapons.

As you advance toward the valkines you'll want to make sure to check the save point for the **Half-Cocked** skit and then proceed to the valkines for a scene and a fight.

After the scene you gain Pascal's **Same Old, Same Old** title and can check the nearby save point for the **Friends Again** skit. Instead of using the warp, head to tunnel in the northwest to grab the **Efreet Cloak**, **Verbena x2**, **Magic Carta No. 62**, and **A Kingly Cloak** skit for equipping the new cloak on the way to Lorelia's grave.



On the way to Lorelia's grave grab the treasure and equip the Efreet Cloak for a sit.

Skits Checklist

A Guilty Conscience | Untrusted Sources

Titles Checklist

Pascal: Big Sister Type | Malik: Leader of Men

Head to the Overseer's Chamber for a scene to gain Pascal's **Big Sister Type** title and then watch the **A Guilty Conscience** skit.

You can now head back to town for a scene to gain Malik's **Leader of Men** title and then make sure to visit the town's center for the **Untrusted Sources** skit, provided you walked by the Fendel Borderland's crater.



Check in with Fourier for some scenes and then head to town to get the skit before leaving.

Skits Checklist

Jewels in the Sand | Catching up with the Oswells | The Mask of Justice | Filial Piety

Titles Checklist

Hubert: Contrarian | Richard: Eradication Commander | Hubert: Legion Commander

Before heading to Yu Liberte stop by the Warrior's Roost save point for the **The Mask of Justice** skit.

Warp to Yu Liberte for the **Jewels in the Sand** skit and then head to the Residential District, near the fountain, for the **Catching up with the Oswells** skit. You can now head to the Presidential Palace in Yu Liberte for a scene to gain Hubert's **Contrarian** title.



Head to Yu Liberte for some skits and then make your way to the Presidential Palace.

Watch the **Filial Piety** skit and then head inside for another scene to receive Richard's **Eradication Commander** title. You can now head to the Oswald Manor to talk to Oswald to gain Hubert's **Legion Commander** title.

Items Checklist

Brave Vesperia | 500 Unit(s) of Eleth | **Magic Carta No. 57** | Seraphic Hearts | Fandom's Light | Undine Cloak | **Magic Carta No. 59** | Rosemary x2

Skits Checklist

A Girl in Every Port | Loose Lips | Where Friendship Goes

After watching the scene and being forced into a fight, watch the **A Girl in Every Port** skit and then you'll have to make our way through the ruins once again.

Head east to grab the **Brave Vesperia** before solving the nearby puzzle (red > yellow > blue) and then follow the path, grabbing the **500 Unit(s) of Eleth**, and take the left stairs to a **Magic Carta No. 57**. Backtrack to the other set of stairs to continue to another puzzle (yellow > blue > red) and then proceed to the next optional puzzle (yellow > red > blue) for the **Seraphic Hearts**.



Make sure to grab the Magic Carta and then complete both puzzles for Sophie's weapons.

Continue west, ignoring the northern steps, to reach the chest with **Fandom's Light** and then backtrack to take the northern path you ignored. Cross the puzzle (blue > yellow > red) and grab the **Undine Cloak** near the save point, making sure to watch the **Loose Lips** skit.

You can now head to the valkines for a scene and a fight. Before you leave you should make sure to head to the left of the valkines to grab the **Magic Carta No. 59**

and head toward the exit. After another quick scene, head south a bit to grab the **Rosemary x2** and then watch the **Where Friendship Goes** skit.



Get the Magic Carta by the valkines and then head toward the exit for a skit about Sophie.

Items Checklist

30000 Gald

Skits Checklist

The Greatest Gift of All | A Frightful Kindness | Left Behind | A Lord's Work

Titles Checklist

Sophie: Godmother | Asbel: Hopebringer | Richard: Benign Conspirator

Head to Pascal's House for a scene to gain **Sophie Lhant** title and then watch the **The Greatest Gift of All** and **A Frightful Kindness** skits. Make sure you have chocolate from the fountain by the Inn and then head to Zavhert, where you'll see the **Left Behind** skit. Head to Fermat's House to talk to the smiley-faced man twice for some scenes to gain Sophie's **Godmother** title.

Stop by Lhant for the **A Lord's Work** skit and then head to Lhant Manor's study for another scene at the star to receive Asbel's **Hopebringer** title. You can now warp to Barona Castle for a scene at the star for Richard's **Benign Conspirator** title and then head to Sable Izolle's Research Tower basement to talk to Victoria for a hilarious scene and gain **30000 Gald**.



Stop by Barona Castle and the Research Tower to complete two sidequests.

Finally, head to the Beach Resort to talk to the smiley-faced Turtlez for a scene and

then head to Warrior's Roost to talk to the receptionist. You can now challenge the Riot Peak Trials Master Class to try and win a large wad of cash and a scene.

THE MYSTERIOUS WOMAN

— TELOS ASTUE - DETOUR —

Skits Checklist

By Royal Decree

After a scene with the mysterious girl you'll be forced into a fight and have to clear out all the other enemies on the 1F. After another scene you'll be able to use the elevators like normal, but first you should eat a **Natto on Toast** while near the Giant Tub discovery for the **By Royal Decree** skit.



After spotting the woman in the field and dealing with the enemies, head to the discovery with a **Natto on Toast** active for a funny skit.

You can now head to B1 to enter Emeraude's room for a scene and then I suggest you take a moment to head to Region 13 to fill up your Enemy Book before you continue.

Note: On the 2F there are new humanoids that grants titles by turning in certain figures that match your characters. Each character can be given a doll that is NOT the same as themselves. This means that Asbel can turn in 6 dolls for all 6 of his titles, making a total of 42 figures needed (6 each of the 7 types of figures) to allow everyone to have each of the titles.

The reason I suggested you head to Region 13 before heading anywhere else is that you will want to encounter each of the enemies above to fill up your bestiary. In addition the enemies drop the following items needed for the figures mentioned the

Telos Astue section:

- Sky Treant - **Godwood**
- Transfixer Bee, Braid Spider - **Needle of Extinction**
- Goliath Bat, Labyrinth Lizard - **Killer Fang**
- Sand Drake - **Mythical Scale**

Items Checklist

Magic Carta No. 75 | Rosemary | **Gas Control Lever** | **Magic Carta No. 78** | 1000 Unit(s) of Eleth | **Memory Data** | **Magic Carta No. 76**

Discoveries

Core-Sample Log

Skits Checklist

Crafty Women | **A Painful Finish** | **A Few of Her Favorite Things** | **Bearer of Bad Tidings** | **Scent of a Woman**

After the scene you can check the save point for the **Crafty Women** skit and then head to the eastern lift to descend. Take the east path for the **A Painful Finish** skit at the puzzle and then check the control panel.

You'll need to lower the blue and yellow sections, while raising the red section, to reach a **Magic Carta No. 75** and you can then return to the machine to reset the blocks. This time, raise the red section twice and the yellow section once, while lowering the blue section to cross and enter the Control Room.



Grab the Magic Carta and then move the puzzle to allow you to cross to the opposite side.

Pass through the Control Room to grab the **Rosemary** in the southeast corner and then continue west through another room to reach the next puzzle. Lower the yellow

section twice and raise the blue section twice to cross to the other side and then use the new machine to reset the puzzle. You can now raise blue section twice, yellow section once, and lower the red section to reach the **Gas Control Lever**.

With the lever you can now turn off the gas to the south, so reset the puzzle and lower the yellow section twice and raise the blue section twice to reach the other side. Continue south to the machine and use the lever to turn the gas off for the the **Magic Carta No. 78** and then head back to the previous puzzle and continue through the door.

Follow the path north to another elevator to make your way to the lab's center for a scene and then head east to the save point for the **A Few of Her Favorite Things** skit. Descend the nearby elevator and follow the path to a new room with **1000 Unit(s) of Eleth**, the **Core-Sample Log** discovery, the **Scent of a Woman** skit and the **Bearer of Bad Tidings** skit at the save point. Make sure to save before you continue for a fight.



Examine the discovery for a skit and then check the save point for another skit.

After the scene you'll get the **Memory Data** and have to quickly grab the **Magic Carta No. 76**. Rush to the northern elevator and ascend to make your way to the shuttle for an exciting escape.

Items Checklist

Otherworldly Seed | **Magic Carta No. 82** | Meteorite | Otherworldly Seed | **Magic Carta No. 81** | Otherworldly Seed | 1000 Unit(s) of Eleth | Demon's Claw | Otherworldly Seed | Otherworldly Seed | **Magic Carta No. 80** | Fodran Memory | **Magic Carta No. 79**

Discoveries

Eradication Bloom

Skits Checklist

A Pitiful End | Aftermarket Upgrades | Keeper of the Lore

Start by backtracking to the shuttle for the **A Pitiful End** skit and then you can rest by talking to Psi. You can now continue along the path to the north for a scene.

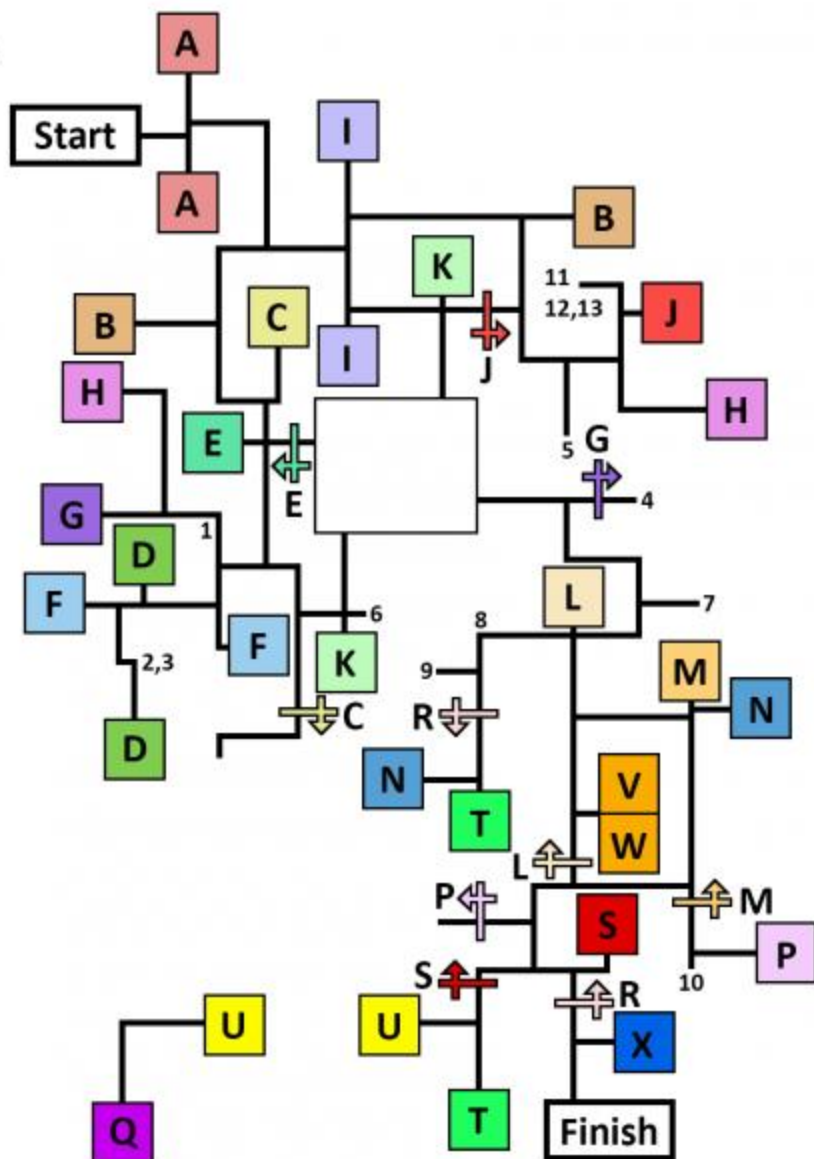
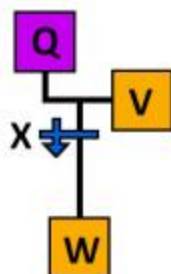
This place is big and confusing, so to help you please you the following map:

Important: If you are not seeing a map after this text you'll need to zoom your browser out by holding Ctrl and pressing the - key on your desktop.

Arcadia Garden

Treasure List

- 1 Meteorite
- 2 Magic Carta No. 81
- 3 Otherworldly Seed
- 4 Magic Carta No. 82
- 5 Otherworldly Seed
- 6 Otherworldly Seed
- 7 1,000 Unit(s) of Eleth
- 8 Demon's Claw
- 9 Otherworldly Seed
- 10 Otherworldly Seed
- 11 Fodran Memory
- 12 Magic Carta No. 79
- 13 Magic Carta No. 80



Area 1:

From the meadow head east to the first set of translucent portals to learn here how they work throughout the dungeon and then continue east until you reach a split and head west into portal (B) to Area 2.

Area 2:

Head south at the first opportunity to take the first west path possible through portal (J) to reach a bear that is blocking some chest, requiring 5 Otherworldly Seeds that you don't have, and head south, west and south for the first **Otherworldly Seed**.

Head back toward the bear and then head south to enter portal (H) and then continue south. At the split, head through the west portal (G) to the **Magic Carta No. 82** in Area 1 and then return through (G) again to head east for the **Meteorite**.



Head through the portal for the Magic Carta and then return to get the Meteorite in the chest.

Make your way south, hugging the west wall to head west a bit and then continue south to reach another **Otherworldly Seed** and the **Magic Carta No. 81**. You can now head north and northeast to the path next to the chest to reach Area 3 by the butterflies.

Area 3:

Follow the path east until you reach the third **Otherworldly Seed** and then go north to the large blue flower to find the **Eradication Bloom** discovery and watch the **Aftermarket Upgrades** skit.



Grab the Otherworldly Seed and then check out the discovery for a skit.

Take the southeast path that winds south, ignoring the opened treasure, and then head east at the next split to reach **1000 Unit(s) of Eleth**. Continue south and head west at the first opportunity, following it all the way to a **Demon's Claw** and **Otherworldly Seed**, and then head south until the portal (R) pops up behind you and enter it.

Head west, north, and west to enter portal (P) when it pops up and then go directly west for the fifth **Otherworldly Seed**. With all seeds you can return to the bear by heading north, take the 2nd west, north, east, north, west, north, and east until portal (J) pops up to enter it. You can now hand over all the seeds to get the **Magic Carta No. 80, Fodran Memory**, and **Magic Carta No. 79**.



Feed all the Otherworldly Seeds to the bear so he moves and then grab the treasure behind.

To leave, head back through the portal to the east (J) and head north, west, south, east, and south to reach the discovery area. Take the southeast path again, turning west to reach the two open chests, and then head south all the way to portal (T) to reach Area 4.

Area 4:

Take the west portal to reach Area 5.

Area 5:

Follow the path to a portal that goes to Area 6.

Area 6:

Head south and enter the orange portal when it pops up behind you to reach the save point and make sure to watch the **Keeper of the Lore** skit. Save and then continue south for a fight.



Watch the skit at the save and make sure to save, before approaching the field for a scene.

Boss: Little Queen (Melee)

This battle is hard because there are 10 of the Little Queen, with about 3-5 onscreen at one time.

I suggest using Asbel and spamming his Aurora Lotus, as he is invincible during the animation and guarding often. Casters are great in this battle, but they have a tendency to get swamped by the Little Queens and die, so I suggest Richard who has some great A-Artes as well. Round out your party with Cheria for heals and Hubert for heals and damage ability that can finish off the Little Queens when they are close to death.

The best thing to do is have your Eleth Burst ready at the start of battle and use a

Mystic Arte to deal AOE damage at the beginning of the fight. Watch out for the Little Queen's Mystic Arte, in which case you will likely need to pop a few Life Bottles, and focus on the lowest health Little Queen until you eventually only have 1 left.



Use Asbel's Aurora Lotus to avoid damage while dealing AOE damage to any of the Little Queens in the vicinity (left). Just make sure to avoid her Mystic Arte, Purification (right).

After the scene follow the path south to reach the shuttle...and why couldn't I use this before?

THE END OF HUMANITY

—— TELOS ASTUE - DETOUR ——

Items Checklist

Verbena x10 | **Magic Carta No. 74** | **Magic Carta No. 77** | Sage x2

Skits Checklist

Of Mice and Mechs

Titles Checklist

Pascal: Pastel Pascal

Upon arriving you'll have to watch another scene and then head to B1 for a scene in Emeraude's room. You now need to leave and rest to gain control of Asbel, talking to everyone to advance the story:

- Pascal: West side of 2F
- Hubert: In the southern area of 2F
- Richard: Near mecha-Sophie on 1F
- Malik: By the shops on 1F
- Cheria: In the southern area of B1

Return to 2F to sleep in the room you started in for a scene and then watch the **Of Mice and Mechs** skit. Time to get some side stuff done before you head to the final dungeon.



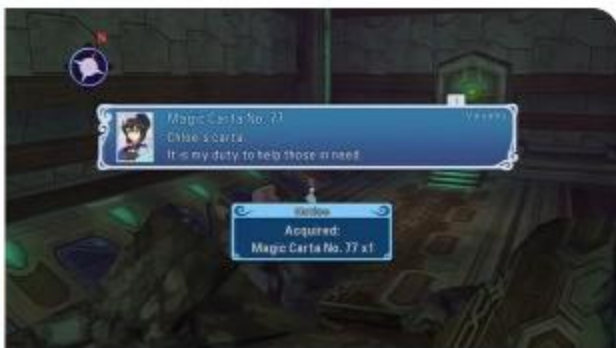
Talk to all the members of the group for short scenes to advance the story.

Start by heading to the Amarcian Enclave and heading to Pascal's room for a scene at the star to gain Pascal's **Pastel Pascal** title and then warp to the Gustworks Ruins to return to the Gustworks Core discovery:

- West
- South
- West
- North
- West

With Pascal in your party you can now check the console and head through the machine's screen to open the chest with **Verbena x10** and **Magic Carta No. 74**.

Finally, if you head back to the Eleth Research Laboratory you can take the right elevator and head east reach the previously blocked path that has a **Magic Carta No. 77** and **Sage x2**.



Stop by the Gustworks Ruins and Eleth Research Lab for some Magic Carta cards.

Items Checklist

Destiny Breakers | Alluring Feather | Rebirth Crusader | Sword of Legendia |
Innocent Shiners | Deathly Abyss | **Magic Carta No. 51** | Luminous Core |
Mythology Bearer | 80000 Gald

Discoveries

Mining Samples

Skits Checklist

The Emperor's Old Clothes | Inner Workings | Beat the Clock | Believing in
Lambda

Important: If you are not seeing a map after this text you'll need to zoom your browser out by holding Ctrl and pressing the - key on your desktop.

Treasure List

1	Destiny Breakers
2	Alluring Feather
3	Rebirth Crusader
4	Sword of Legendaria
5	Innocent Shiners
6	Deathly Abyss
7	Magic Carta No. 51
8	Luminous Core
9	Mythology Bearer
10	80000 Gald

-

The diagram illustrates the Lastalia Shaft layout, divided into two main sections: **Depths** and **Shuttle**.

- Depths Section:** Contains nodes K (cyan circle), L (cyan circle), and T7 (cyan cross). Node K is connected to T7, which is connected to L.
- Shuttle Section:** Contains nodes H (cyan circle), I (cyan circle), P (pink circle), O (pink circle), and T10 (pink cross). Node H is connected to I, which is connected to P. Node P is connected to O, which is connected to T10.

Connections between the sections are shown by lines extending from the nodes to the shaft structure.

Head to the save next to the shuttle for the skit **The Emperor's Old Clothes** and then head all the way south to a warp.

Head south to a split and then go east, taking the second split south to the **Destiny Breakers** before taking the lift (A) to descend. Watch the **Inner Workings** skit and then head west to another lift (B) and descend. Head west for a chest with an **Alluring Feather** and backtrack northeast to warp (C) back up.



Watch the skit and then head down to grab the chest with an Alluring Feather.

This takes you back to the 1st southern path you passed earlier, so head northwest to the start.

Make your way north to a split and then go southeast to another split, heading southwest to the **Rebirth Crusader**. Backtrack north to the large split and continue north this time, following it all the way west to eventually take a lift in the southwest corner (D). Hug the wall as you continue south to another lift (E) and then take the next warp (F).

Make your way southeast to a large area, where you can grab the **Sword of Legendia** in the northeast, and then follow the path to another lift (G).



Make your way through the shaft to get the two Tales of themed weapons.

This large area is mostly empty, so head northwest until you hit a dead end and then continue northeast to a chest with the **Innocent Shiners**. You can now go southeast and take the first path to a lift (H), which has nothing except a warp that returns you to the first level.

Head south, west and north back to the entrance and then go north, northwest, and south to a lift (J) to descend. Head all the way east to reach the **Deathly Abyss** weapon and then return to the split and go north to another lift (K). Follow the path south to grab the **Magic Carta No. 51** and then continue east to warp back up (L).



Grab the Deathly Abyss before you take the lift to reach the Magic Carta on the next level.

Backtrack northwest to the second intersection and then go southwest to reach the entrance again, taking the eastern lift (M). Follow the path to a **Luminous Core** and then head west to a warp (N). You can now head northwest, taking the south path to return to the lift (D), and then make your way southeast and then north to a lift (Q).

Directly north is the control panel that you can use for a scene, that shows the

platforms rising and the stairs moving, and then head back south and take the west set of stairs to check the non-visible corner for the **Mythology Bearer**.



Access the control panel to lower the stairs and allow you to get the chest on the left side.

You can now continue north to take the warp (R) back to the first floor.

Return to the entrance by heading south, east, and southwest to take the western warp (P) and then head east to a chest with **80000 Gald**, getting the **Believing in Lambda** skit at the save point. To the north you'll find the **Mining Samples** discovery and can watch the **Beat the Clock** skit and then head west to the save, saving before taking the northern lift.



Get the skit at the save point and then check the discovery for another skit at the discovery.

Boss: Little Queen (Magic)

This version of the Little Queen will focus on casting magic and does not have a lot of HP, but you must focus your aggressive attacks on her so she does not spellcast your party to death.

I suggest you have high damage AOE characters in your party and switch your focus to her immediately and let your allies take out the common enemies. Use the red aura from guarding to break through Little Queen's defense and interrupt her spells, while avoiding her Mystic Arte, and you should end this battle pretty quickly.



This version of the Little Queen is a caster (left) and you'll need to be aggressive until she is so low in health that she begins to use normal attacks (right).

Items Checklist

Red Liquid | Classified Seed | **Purple Liquid** | **Green Liquid** | **Magic Carta No. 52** | Mythical Scale | 160000 Gald | **Magic Carta No. 54** | **Grey Liquid** | **Magic Carta No. 53** | Incredible Bone | **Yellow Liquid** | Phact Phantasia

Discoveries

Data Transmitter

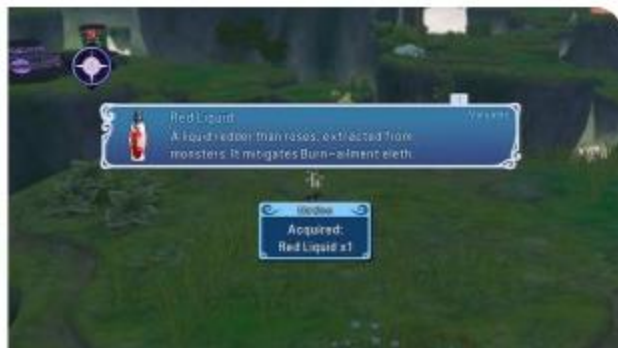
Skits Checklist

Three of a Kind | Five-Star Special | Ephinea on Line Two

Watch the **Three of a Kind** skit at the save point and then descend to floor 2. When you arrive you'll notice that a Burn effect is in place, meaning that you will begin each battle with this effect. Each floor of the depths has a different status effect that you'll have to deal with and I suggest you equip charms for added protection.

Note: These effect will allow you to can easily get the **...proof** titles for each status, as well as the titles for using artes like Antidote.

Head to the big red crystal to watch the **Five-Star Special** skit and then head southwest until you see a big golem. Fighting the golems on each floor will grant you a liquid matching the status' color, in this case a **Red Liquid**, and you can then return to the crystal to use the liquid to stop the effect and move two platforms.



Watch the skit and then make your way to the golem fight to get the Red Liquid.

You can now continue southwest back to the golem's location and head east until you reach a large pillar, which you can check to create a path, and then continue northeast to descend.

Start by heading southwest to get a **Classified Seed** and then head northwest to eventually reach the next Golem for the **Purple Liquid**. You can now backtrack and head northeast to the crystal to destroy it with the liquid and descend via the nearby lift.

This floor has an extremely damaging Poison, so equip the charms or your Poisonproof titles and make sure your characters with Antidote are in the party. Start by heading west until you reach the golem for the **Green Liquid** and then grab nearby chest for the **Magic Carta No. 52**.



Beat the golem for the Green Liquid and then grab the Magic Carta in the nearby chest.

Make your way back to the lift and head southeast, taking the west path to cross over the pillar you broke earlier and then check another pillar to create a new path, and

then head back north and east to reach a **Mythical Scale**. You can now head east to the green crystal before taking the nearby lift.

Weakness is the next effect you'll need to deal with, so start by grabbing the **Magic Carta No. 54** to the east and then head southwest to reach the chest with **160000 Gald**.



Grab the Mythical Scale before breaking the crystal and then take the lift for a Magic Carta.

You should be able to spot the golem to the northwest to fight the golem for the **Grey Liquid** and then check the nearby glyph to ascend to a floor with the Paralysis effect.

Grab the **Magic Carta No. 53** from the nearby chest and then follow the path examine the **Data Transmitter** discovery, watch the **Ephinea on Line Two** skit, and then grab the **Incredible Bone** in the chest to the west.



Defeat the golem for the Grey Liquid and then take the nearby lift to the final discovery.

You can now make your way back to the lift to descend, heading northeast to use the liquid to nullify the eleth effect and then make your way southwest, east, and south to

check the glyph and ascend.

Start by going northeast to find the golem for the **Yellow Liquid** and then backtrack and head northwest to reach the final crystal. With the platform fully lowered, head back to the south to descend again and then head northwest toward the grey crystal to take the lift just southwest of it to descend to level 7.

Make sure to head northeast to grab the **Phact Phantasia** from the large platform you lowered and then return southwest to the two-way warp to head back to the shuttle.



Destroying the yellow crystal will allow you to get the Phact Phantasia on the lowest floor.

Items Checklist

Magic Carta No. 58 | Grilled Chicken Bowl x10 | Symphonian Scepter | Rebirth Crusader | **Magic Carta No. 73**

Skits Checklist

Premature Grandmotherhood | The Mask of Barona | Fruit of the Bloom | Sleep Deprivation | The Mask of Barona Returns | Know Your Rockgagong | Malik's Lament | General Specifics | The Legend of Peachtaro | War Stories | A Long-Awaited Bath | A Desperately-Needed Bath | A Bath at All Costs | A Hard-Fought Bath | The Mask of Barona Rises | Of Cats and Katz | The Custom of Kings | Cheria's Secret | The Mask of Barona Strikes Back | The Mystery of Uzmek the Gigantoid

Before heading to Fodra's Core, take a moment to head around the world to gather the following skits:

Head to the save point in Lhant Manor for the skit, **Premature Grandmotherhood**, and then check the front of the Knight Academy in Barona for the skit, **The Mask of Barona**. Now check the east side of Wallbridge, across from the Turtlez, for the skit, **Fruit of the Bloom**.



In Lhant you'll get a discussion about Asbel's mother becoming a grandmother (left) and then in Barona you'll see the first of many skits with the Mask of Barona (right).

Head to the second floor of Duke Dalen's Manor in Gralesyde for the skit, **Sleep**

Deprivation, and then make your way to the shining spot next to Oul Raye's Inn to get the **Magic Carta No. 58** and the skit, **The Mask of Barona Returns**. You can now head to Sable Izolle and enter the Research Tower, climbing up the central book ladders for the skit, **Know Your Rockgagong**.



Stop by Duke Dalen's for a lullaby and the Oul Raye Inn to meet the "Masked Barona" again.

Head to the main intersection of Yu Liberte's governmental district for the skit, **Malik's Lament**, and then head to the receptionist in Warrior's Roost for the skit, **General Specifics**. You can now make your way to Velanik's Inn to enter the backstage area for the skit, **The Legend of Peachtaro**, and then check the save point in the Zavhert's Inn for the skit, **War Stories**.

At the Amarcian Enclave, head to Pascal's House for the skit, **A Long-Awaited Bath** and the fight between Cheria and Pascal. Once again, there are three potential outcomes:

- Lose: **A Desperately-Needed Bath**
- Retry: **A Bath at All Costs**
- Win: **A Hard-Fought Bath** and **Grilled Chicken Bowl x10**



After a conversation about bathing you'll end up in a fight with Pascal (left). Cheria's ranged daggers should allow you to break Pascal's artes and avoid damaging spells (right).

Make your way to Telos Astue and head to Emeraude's room in B1 for the skit, **The Mask of Barona Rises**, and then warp to Katz Korner, heading to the shops for the skit, **Of Cats and Katz**. You can now warp to the Beach Resort and check the beach for the skit, **The Custom of Kings**.

Head to the back of the Turtlez HQ for the skit, **Cheria's Secret**, and then down to the bottom of Ghardia Shaft, where you fought Richard for the skit, **The Mask of Barona Strikes Back**. Now head to the belly of the Rockgagong and make your way to the furthest southern save point for the skit, **The Mystery of Uzmek the Gigantoid**



Finally head to Ghardia Shaft for the last scene with the Mask of Barona (left) and then don't forget to stop by the belly of the Rockgagong (right).

Be sure to also stop by the Carta King in Port Zavhert to check if you have enough cards for the new prizes:

#	Reward
60	Symphonian Scepter
70	Rebirth Crusader
80	Magic Carta No. 73
90	Mastery Tonic G x3

You should easily have at least 80 cards to gain the **Symphonian Scepter**, **Rebirth Crusader**, and **Magic Carta No. 73**.

Items Checklist

Magic Carta No. 55 | Katz Klothex | Fatal Attraction | Hourglass | Elixir | Golden Figure | Arcane Bottle x3 | **Magic Carta No. 56**

Skits Checklist

Pain is the Great Teacher | One Big Happy Family

Use the warp to return to the bottom of the Lastalia Depths and check the save point for the **Pain is the Great Teacher** skit. You can now save and head south for another fight.

Boss: Little Queen (Final)

This starts as a group of three Little Queens: a magic, melee, and ranged version, so you'll want to set your camera to view the whole area, allowing you to spot the ranged Little Queen to prevent being sniped.

Your party set-up will determine how successful you are in this battle, as you are constantly under attack. Cheria isn't nearly as useful as a healer as Hubert and Sophie, due to the long cast times, so leave her out and put in a ranged user like Pascal or Malik in as your fourth member.

Focus on the magic version first, as her attacks do a large amount of damage, and then switch to the ranged version, as she likes to snipe your group from a distance. Make sure you constantly check for any new spawns and if they are a magic type to switch accordingly.



Focus your attacks on the magic versions of the Little Queen first (left) and then deal with the ranged versions (left) to avoid being sniped when dealing with the melee versions.

After the fight, head southwest to a warp to reach Fodra's Core.

This place is a straight forward, but is basically just a huge zigzag. From the portal head west to get the **Magic Carta No. 55** and then east to the **Katz Klothz**. You can now move north a tiny bit and check the west for the **Fatal Attraction**, east for an **Hourglass**, west for an **Elixir**, and east for the **Golden Figure**.



Make your way through the huge zig-zag to get the multiple treasures, including the cute Richard doll.

This time when you head north go east first for the **Arcane Bottle x3** and then run all the way west to the **Magic Carta No. 56**. Finally, head to the save point for the **One Big Happy Family** skit and then warp back to the shuttle.

There are some last minute things we should check before we go to the final boss fight.

Firstly, make sure to get 6 of each figure to get the titles from the humanoid on the 2F of Telos Astue:

Figures	Ingredients
Jade Figure (Asbel)	Everlight + Corrupted Edge
Silver Figure (Sophie)	Mythical Scale + Giant's Shield
Seablue Figure (Hubert)	Killer Fang + Godwood
Amber Figure (Cheria)	Needle of Extinction + Alluring Feather
Abyssal Figure (Malik)	Meteorite + Arcane Gear
Scarlet Figure (Pascal)	Fantabulous Fur + Classified Seed
Golden Figure (Richard)	Demon's Claw + Incredible Bone

- **Luminous Core** - Auxiloid, Evocatoid, Hoploid (Eleth Research Laboratory)
- **Perilous Liquid** - Luminescent Roper (Lastalia Shaft: Depths)
- **Corrupted Edge** - Sigma (Lastalia Shaft)
- **Mythical Scale** - Sand Drake (Strahta Desert Ruins), Core Drake (Lastalia Shaft)
- **Giant's Shield** - Natural Star (Fendel Glacier Ruins)
- **Killer Fang** - Labyrinth Lizard (Fendel Glacier Ruins), Goliath Bat, Legendary Wyvern (Gustworks Ruins)
- **Godwood** - Sky Treant (Region 13/66)
- **Needle of Extinction** - Braid Spider (Strahta Desert Ruins)
- **Alluring Feather** - Radiant Eagle (Arcadia Garden), Hellstorm Harpy (Lastalia Shaft)
- **Meteorite** - Blitzer Bear (Arcadia Garden)
- **Arcane Gear** - Wailing Golem, Platebreaker (Eleth Research Laboratory)
- **Fantabulous Fur** - Ovinnik, Horkew Kamuy (Lastalia Shaft)
- **Classified Seed** - Eye of Acedia, Midnight Shade (Strahta Desert Ruins)
- **Demon's Claw** - Egregoroi (Lastalia Shaft)
- **Incredible Bone** - Terrane Boar (Lastalia Shaft)

Note: If you want a better chance at getting drops, get the Book of Gathering from Lhant Stamps.

Before heading to the final fight you should make sure to complete the Riot Peak Trials and any Requests or Sidequests that are only accessible in L&Ls.

When you beat Lineage & Legacies, you get to save a clear data that actually puts you at Ghardia Shaft: Depths before the final Richard fight. This means you can continue from this save and complete anything you previously had access to in the game, but was cut off from anything in Lineage & Legacies.

- You will not have access to the dungeons from Lineage & Legacies
- You will have access to the new area called Zhonecage

Boss: Fodra Queen

Fodra Queen has two different attack styles that she switched between after each quarter of her life is lost.

Flower Queen:

The flower actually creates a field around the target that makes her a ranged target no matter what you do. This means that most close quarters skills will be useless on her and most of her attacks also center around the flower, meaning any characters in close will take the brunt force of the damage. I suggest using spellcasters or ranged attackers, if you want an easier fight, since this form is weak to B-Artes.



The first form of the Fodra Queen is a ranged version, with her attacks originating from her petals (left). To deal with this, stay at range and focus on her B-Artes weakness (right).

Deflowered Queen:

Opposite of the flowered version, this one is weak to A-Artes and also uses fast melee

combos on your team. Her attacks can barrage your characters and cause massive damage, especially if they are bunched up together. This is where you'll want some heavy damage A-Artes from Asbel or Hubert, but have some ranged characters like Malik, who can do A-Artes damage from a distance.



The deflowered version of the Fodra Queen is much more dangerous and aggressive and will go all out on your party, easily taking them down with only a few hits.

Both forms can use Mystic Artes and she has two of them:

Both forms can use Mystic Artes and she has two of them: The first one, Aquarius Sphere, is used during an Eleth Break and attacks the whole field for almost all of their life, because it can't actually kill you, but your characters will probably only have 1 HP afterwards. Make sure to back off and let your healers get some time to heal you back up to full.

When she gets low health the Fodra Queen will use Dual the Sol, which works exactly the same way as Aquarius Sphere, except it's much more powerful, and she doesn't need Eleth Break to use it.



When the Fodra Queen reached low health she uses Dual the Sol, a devastating attack that will destroy your party if not countered (see below).

There is actually a counter to Dual the Sol that you'll need to perform to complete this battle and it goes as follows:

- During Dual the Sol, hold the **LEFT ANALOG LEFT + O** to have her continue into Aquarius Sphere.
- During Aquarius Sphere, hold the **X** to have her continue into Prism Stars.
- During Prism Stars, hold **TRIANGLE** to have her continue into Shining Gate.
- During Shining Gate, hold **SQUARE** to have her continue into Nova Explosion.
- During Nova Explosion, hold **TRIANGLE + O** to have her continue into Maxwell Minimus.
- During Maxwell Minimus, hold **SQUARE + X + O** to have her continue into Dimensional Material.
- During Dimensional Material, hold **SQUARE + TRIANGLE + X + O** to counter with Blue Earth, which should end the battle.

X/O inputs for Asain/JP consoles will be reversed

Doing this gets you a boost of EXP, SP and Gald at the end of the battle.



Fodra Queen in 60 Seconds

Defeated the Fodra Queen in a minute or less.

COLLECTED?



Congratulations

You have beat the Lineage & Legacies extra content. Enjoy the scenes and then you can play New Game +, if you wish.



Lineage & Legacies

Completed Chapter 9. Next up: the Zhonecage! The what? Look to the skits for a hint!

COLLECTED?



POST-GAME

ZHONECAGE

BASICS

If you decide to load up your Clear Save instead of doing a New Game + you'll start at the save point in Ghardia Shaft, where you can watch the **Errand Boys** skit. If you head to Lhant Manor and check the star outside you'll get a scene and a minor fight that will reveal a new dungeon, which you can shuttle to.

Accessing the Zhonecage Floors:

In order to participate you'll need to "bet" an item on the pedestal, which will be returned if you complete the floor or lost. The higher the item's resell value, the deeper floor you'll be able to challenge with the 10th floor requiring an item worth approx. 200k.

Note that in order to reach floor 10 you'll need to complete Sidequests No. 64 and floors 1-9 in any order.



To access the floors of the Zhonecage you'll need to put items up for collateral, with the price determining which floor you gain access to.

The Rules & Treasures:

Each floor consists of 2 different levels with a enemy difficulty counter in the upper

right corner that starts at 125%, with a min of 100 and a max of 200, that can lower this by fighting (-10%) or by activating the yellow devices (-25%). The blue devices spawn a random treasure chest, merchant, or monster and each room on a floor has a chest, with the contents varying based on your settings difficulty.

The chests on each floor is based on the character or theme the floor represent. For floors that represent a character you will find Dishes, Weapons, and Unique Equipment specific to that character. For other themed floors you will obtain items specific to that theme. Note that all treasures are random and that each of the floors offers a rare chance of obtaining the permanent stat boots consumables, such as Sage and Savory (sometimes even in the Red version).

Important: Because chests are based on the game difficulty you'll want to generate the floor with a high difficulty, but you can luckily change the difficulty one the floor is generated on that difficulty. This means you can enter the Zhonecage on Chaos and then switch it to Easy to get higher items, without worrying about death to enemies or bosses.

-- 1F: Cheria's Floor --

Rare Item: Tesserasphere

Boss: Frederic

Frederic isn't much of a threat at first and he will take his time with basic slash attacks, bowing often after his attacks. As the battle progresses and he gets lower HP Frederic will begin to use heavy attacks frequently and he'll begin to teleport from target to target, often even ranged attacks on your healers. The major thing you have to watch out for is his Mystic Arte, which will one-shot any character.

After beating him, you'll get Cheria's **Jet Black Antennae**, which you can equip for the the skit **Accessorizing with Cheria**.



Fredric plays like a gentleman at first, bowing after his attacks, but he will become more dangerous the longer he is alive, especially with his thrusting attacks.

-- 2F: Hubert's Floor --

Rare Item: Triasphere

Boss: Cedric 2.0

This fight is extremely similar to the first time you fought him, except that he uses stronger attacks. Since Zhonecage takes place in the main arc you won't have access to Richard unless to created dolls to change your party members into him, so you'll

likely want to put Pascal in your party to focus on his Burn weakness. Keep him off Cheria so she can heal you when needed and guard or side-step to reduce the damage of his attacks.

After beating him, you'll get Hubert's **Nerdy Glasses**, which you can equip for the skit **Accessorizing with Hubert**.



Watch out for Cedric's slash attacks, which can hit more than one character, and avoid him during his Eleth Burst so you aren't hit with his Mystic Arte.

-- 3F: Crystal Floor --

Rare Item: ???

Boss: Amber

Amber is dangerous due to her fast movement and long combos that can get your characters in all sorts of trouble, so take advantage of her weakness to Slow, Freeze, and Shot attacks without getting too close to her to give you plenty of time to guard or avoid her combos. When she gets low HP try and keep her from starting long chains and watch out for her Mystic Arte, Starlight, which is an AOE that does some decent damage.

Note that Amber drops the **Magic Carta No. 64** at a (25%) rate and this is worth getting if you want the full set, but will require you to beat her multiple times. For beating her you'll get the **Book of Partnership**.



Avoid getting stuck in Amber's long, devastating, combos and try to avoid getting hit with her Starlight Mystic Arte.

-- 4F: Blouse + Charms Floor --

Rare Item: Purebright Cloth

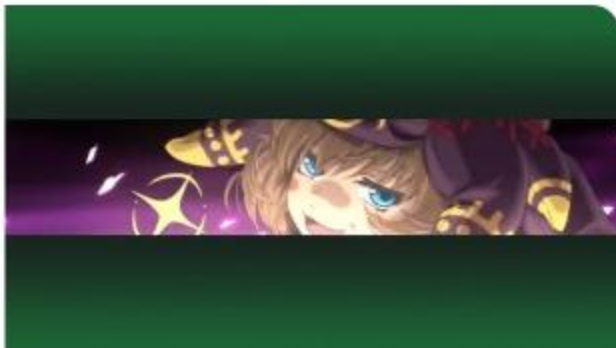
Boss: Dark Turtlez

Oh... yea, he looks so innocent! ...or not!

The Turtlez is actually fighting on the back of his transport, making him very large and very deadly. This fight is actually really easy if you juggle this boss in the air for a max combo if all your characters set up as Hubert on aggressive A-Artes, but not everyone will have this ability yet. If you plan to take this boss on with a standard party you'll want to avoid the front of the transport, where the primarily attacks, and try and get long combos.

Watch out when the boss gets low HP, as he'll start to use stomp and spin attacks more often to do massive damage and the worst case scenario would be controlling your healer and outrunning the slow boss to revive your party members.

Note that the Dark Turtlez drops the **Turtlez Togz** at a (5%), but will require you to beat him multiple times. For beating him you'll get the **Book of Awakening** and can return to the Turtlez HQ for the **Turtlez Flute**, finally.



Watch your HP when the Turtlez begins to use his spin attacks, usually notified by a red exclamation, and then avoid his Mystic Arte as well.

-- 5F: Asbel's Floor --

Rare Item: Enasphere

Boss: Emeraude 2.0

This version of Emeraude fights similar to the previous version, except that she is stronger and deadlier. Try to stick to ranged attacks and abilities to avoid her damaging aura and focus on combos, especially when she gets low health because she will start to shoot out multiple black auras in every direction that will almost certainly hit everyone.

After beating her, you'll get the **Fairy Scabbard** equipment.



Avoid Emeraude's damaging aura and be careful when she reaches low HP of her massive black auras that shoots out from her location.

-- 6F: Tunic + Charms Floor --

Rare Item: Dragon's Blood

Boss: Peepit? x25

While not individually strong, the sheer numbers will easily overwhelm your party and stop your casters from finishing any spells. The trick is to use AOE abilities and spells that can damage multiple foes at once and protect your casters.

Sophie and Hubert are particularly useful in this fight due to their healing abilities that cast quickly. AOE Mystic Artes, such as Cheria's Innocent Garden Mystic Arte can end the battle if it kills all enemies on screen at once, but this is pretty hard to accomplish.

After beating them, you'll get a **Grilled Chicken Bowl**.



Focus on AOE skills and artes, especially when you get an Eleth Burst, to maximize your damage.

-- 7F: Malik's Floor --

Rare Item: Pentasphere

Boss: GentleEel

Firstly, I suggest using Freeze and Paralysis charms to avoid these ailments during the fight. This guy can hit hard, but luckily his attacks are predictable and slow, with his main ahead-butt attack being pretty easy to side-step.

The hard part comes when this boss gets low HP, as he'll use more damaging attacks:

- When he leans forward he'll shoot a laser beam from his mouth
- A multi-hit kick attack that is similar to the traditional Russian folk dance
- When he runs into the air and flops to the ground he will usually "swim" across the arena floor and cause massive damage to anything in his way.

I suggest playing as the healer in the later portion of this battle if you are having issues with death to spam healing.

After beaing him, you'll get Malik's **Eau de Peau** unique equipment, which you can equip for the skit **Accessorizing with the Captain**.



The beginning of the fight should be easy, since he really on has one attack, but as the battle progresses he will get a wider range of attacks that can do heavy damage.

-- 8F: Pascal's Floor --

Rare Item: Eksisphere

Note the rare item **Fluffi Muffler** can be equipped for the skit **Accessorizing with Pascal**.

Boss: Fourier + Proto Veres

Proto Veres is the weaker of the two and I suggest taking it out first, because the small reprieve from damage will help you keep up with healing when you take on Fourier.

You can be fairly aggressive in this fight to take out the Veres first, using characters like Hubert and Malik or Pascal, and let Sophie be your only healer. Like the first fight, the thing you want to watch out for is getting cornered against a wall and getting owned by side-stepping around Veres.

Fourier fights similar to Pascal and even uses her Mystic Arte, so she likes to stay at ranged which means if you can get in close and send a barrage of attacks her way she will fall quickly. Once again, go all out on her and allow Sophie to be your healer when her spells land.

After beating her, you'll get the **Fox...Scarf?** equipment.



Take out the Proto Veres first, while Fourier shoots you from a distance, and then deal with Fourier herself, avoiding her Mystic Arte.

-- 9F: Sophie's Floor --

Rare Item: Diosphere

Note the rare item **Grimm Anklet** can be equipped for the skit **Accessorizing with Sophie**.

Boss: Reala

This fight is similar to the fight with Amber and the good news is that Reala doesn't block too much, allowing decent combos, but when you finally finish your own combo you'll have to deal with her long combos and multi-target attacks.

That being said, Reala is still pretty strong and it will take some time to dwindle her

HP down, meanwhile dealing with her artes and possibly her Mystic Arte, Grand Cataclysm, which will hit the whole party and hurt like hell. If you're lucky she will spend most of her Eleth Burst in another spell and avoid her Mystic Arte all together.

Note that Reala drops the **Magic Carta No. 25** at a (25%) rate and this is worth getting if you want 100% of your library complete, but will require you to beat her multiple times. For beating her you'll get the **Ancient Donut**.



Guarding Reala's long combos is the only way to survive this battle, so be careful whenever she is not stunned, and then avoid her Mystic Arte that will destroy your party.

-- 6F: Guard + Charms Floor --

Before you try this floor, you should defeat Lambda Angelus in 60 seconds for the trophy. Why? Because if you don't and you beat Solomus, Lamba will be upgraded to **Lambda Theos**, making you unable to get the trophy without New Game +.

Rare Item: Darkened Ore

Boss: Solomus

Solomus uses mostly close combat attacks, with long combos and mixed martial arts moves that means he has to be near a character to do damage. This means that your healers should be okay, provided you protect them and they do not get stuck in one of his long chains. Aggressive A-Artes characters like Asbel, Sophie, and Hubert are best for this battle with Cheria as your primary healer so you can get off long chains and do massive damage when you get an Eleth Burst.

The most dangerous part of this fight is when Solomus splits into multiple versions

of himself, but you don't have to defeat each one and they will eventually fuse back together and vanish. You're best strategy is to make sure everyone stays healed during this time, especially since each version can use his killer Mystic Arte.

After beating him, you'll get the **Book of Glory** and gain the Terma-nated trophy, as well as be able to complete the sidequest.



Be careful when Solomus splits up into multiple versions, as each of them can trigger his Mystic Arte, Immaculate Succession.



Terma-nated

Defeated Solomus and the Terma Ten.

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RIOT PEAK TRIALS

— NORMAL CLASS —

Floor	Cost	Primary Reward	Secondary Reward
1	100	Battle Sword	Collar Frills
6	2,000	Mastery Tonic EX	Arcane Bottle
11	4,000	Elixir	Gear Puzzle
16	8,000	Hand-Drawn Map	Eleth Bottle C
21	16,000	Eleth Bottle EX	Expensive Desk
26	32,000	Jet Black Overalls	Mastery Tonic C
31	64,000	Victor's Badge	Frying Pan

Boss: Veigue

Veige does not have a wide range of attacks, with most being single target. This means that provided you keep Veigue off your healer you shouldn't have any issues, even if you have a character die. Focus on side-stepping Veigue's attacks and make sure to stay away when he gets an Eleth Burst, as his Celsius Calibur Mystic Arte can easily kill the target.



For beating Veigue you gain access to the Warrior's Roost Inn Request - Requiem and the skit **Cry Babies** at the receptionist.

Floor	Cost	Primary Reward	Secondary Reward
1	1,000	Battle Scabbard	Collar Frills
6	1,000	Eleth Bottle G	Arcane Bottle
11	1,000	All-Divide	Gear Puzzle
16	1,000	Chivalrous Night	Eleth Bottle C
21	1,000	Mastery Tonic G	Expensive Desk
26	1,000	Jet Black Bodysuit	Mastery Tonic C
31	1,000	Conqueror's Badge	Mastery Tonic G

Until you beat Amber and Realá in the the Zhonecage and turn in the Warrior's Roost's Inn Requests for the Lost Anklet and Hero Staff, you will only fight Veigue alone.

Once you beat the group once, you'll have to fight them solo from then on.

Boss: Veigue

You should have no issue with Veigue, as a group, but solo Veigue can be quite a handful. First thing you need to do is learn Veigue's limited attack arsenal, so you can anticipate when to side-step.

The safest strategy is to play as Asbel and guard to charge him up to a Red Aura, allowing you to break through the enemy's guard and prevent it him evading, and then use Infernal Torrent. This will hit Veigue's Burn weakness and allow you to maximize your damage while deflecting Veigue's attacks.



Boss: Veigue, Reala, and Amber

This group isn't actually as hard as you'd expect, as each is dumbed down a bit compared to when you took them on alone.

Since you have already fought against each of these characters individually you should have a fairly good understanding of their moves and how to handle them. I suggest taking out Amber or Reala first, as they are the most dangerous due to their combos and Mystic Artes, leaving Veigue for last. The reason for this is that Veigue can really only be dangerous to a single individual while the girls can damage everyone quickly or through their Mystic Artes.



Who Were Those Guys, Again?
Defeated Veigue, Reala, and Amber.

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For beating the group you'll gain the skit **The Party Spokesman** at the receptionist and Asbel's **Ultimate Warrior** title.

Floor	Cost	Reward
1	1,000	Stream Rod
6	1,000	Carbon Rod
11	1,000	Neptune's Rod
16	1,000	Stuffed Doll
21	1,000	Magical Mirror
26	1,000	Expensive Crown
31	1,000	150,000 Gald

Boss: Poisson

At first Poisson seems like an easy fight, but when she reaches low health she'll start casting a rain of hammers that is screen wide. These hammers can Freeze your characters and she'll then throw a bunch of hammers to one shot your team.

There are a couple widely acknowledged ways to fight Poisson:

The first is to play defensively by switching to your healer once the raining hammers begins and focus on healing and reviving your party members, sticking to the outside of the arena where the hammers seem to hit the least. The reason you must control the healer is because an AI controlled healer will interrupt its spells to guard the falling hammers.

The final option is to use dolls to convert your other party members into Hubert to create a highly aggressive, heavy damaging, party that will chain Poisson to death with a bit of luck.



The fight is pretty manageable until you get Poisson low enough in HP that she spams falling hammers. You then need to decide to either become extremely offensive or play defensively.

NEW GAME+

GRADE SHOP

The New Game+ in Tales of Graces f works differently than in most games and instead of having a set amount of things that carry over into New Game+ you'll have to choose to "purchase" what you'd like to carry over with Grade.

The following is a list of how to gain Grade throughout the game:

Grade Name	Points Earned Basis
Clear Bonus	Number of times you completed the game.
Title Bonus	number of titles you acquired during play.
Skill Bonus	Number of skills you learned during play.
Arte Usage Bonus	Artes used 9999 times during play.
Book Completion Bonus	Number of books you completely filled during play.
Side Quest Bonus	Number of side quests you completed during play.
Combo Bonus	Largest combo you pulled off during play.
Technical Bonus	Number of combat tech bonuses you earned during play.
EX Dungeon Bonus	How far you managed to progress in the Zhonecage.
Speed Bonus	How many hours it took you to complete the game.
Unyielding Bonus	Complete the game without anyone ever getting KO'd.
Exterminator Bonus	Number of Soul Orbs you acquired during play.
Save the Gels Bonus	Complete the game without ever using a gel in combat.
Enhancement Bonus	ANumber of armaments you enhanced to their max evel.

The following is a list of what you can purchase with Grade for NG+:

Bonus	Grade Cost
Inherit Titles	30
Inherit Skills	2500
Inherit Eleth Mixer	70
Inherit Gald	270
Inherit Stamps	30
Inherit Arte Usage	50
Inherit Books	10
Inherit Battle Items	60
Inherit Shards	90
Inherit Herb Bonuses	70

Important: If you Inherit Titles and Inherit Skills, they come with the amount of EXP you already had on them. If you only Inherit Titles, you will have ZERO progression on them.

Bonus	Grade Cost
Trade EXP for Gald	50
Double Experience	90
5x Experience	400
Half Experience	10

Important: The Double Experience and 5x Experience do stack. The same goes for other Grade that do the same thing, such as SP or Chain Capacity.

Bonus	Grade Cost
Double SP	200
Triple SP	1000
Mastery Bonus	20

Important: The Mastery Bonus is best used if you plan to NOT inherit your skills, but do plan to inherit titles.

Bonus	Grade Cost
Double Item Drops	120
Dualize Discount	100
Upgrade Eleth Mixer	50
Expand Inventory	100
Maximum Speed	50
Chain Capacity +1	30
Chain Capacity +2	250
Double Critical	30
Double Damage	30
5x Damage	150
Double Gald	70
Unlock Qualities	50
Maximum Eleth +500	100
Maximum HP +1000	150
Skip Childhood	10
Inherit Carta Cards	200

APPENDIX

REQUESTS AND STAMPS

BASICS

Inn Requests

Requests are fetch quests in which a member of the town wants you to bring them an item in exchange for some SP and Gald or another Item. The majority of these are smaller requests that wish for common items, but some are specific to sidequests.

Each town has a total of 21 requests that are unlocked as you progress through the game or trigger sidequests.



Complete Requests for SP and unique items, such as Magic Cartas or joke weapon materials.

When you complete all Inn Requests you will automatically be teleported to an arena where you fight the Gentleman, who fights similar to the Zhonecage GentleEel.

For beating him, you get a trophy and a choice of either the **Dragon's Blood**, **Darkened Ore**, or **Purebright Cloth**. This also completes the sidequest attached to Inn Requests.



A Gentlemanly Triumph
Defeated a true Gentleman. Good show!

COLLECTED?



Stamps

Stamps are a special card that are stamped after a certain number of points, earned by purchasing or selling items at any of the merchants in a given town. Once reaching a stamp level, the item will appear on the shops pages for purchase at a specific price (listed below).

The following is a list of all the stamp unlocks by town.



Buy, Sell, and Dualize items to gain stamps that add special offers to each store.

— REQUEST LIST —

-- Lhant --

Requested	SP Bonus	Reward	Details
Panacea Bottle x2	150	Items	Paralysis Charm
Shattered Bone x2	320	Items	Panacea Bottle x2
Apple Pie	510	Gald	1,020
Animal Glue	720	Items	Lovely Ribbon
Quiche	950	Gald	1,900
Dark Bottle x3	1,200	Items	Sage
Pudding	1,470	Gald	2,940
Rusted Nail	1,760	Items	Magic Carta No. 63
Music Box	2,070	Gald	4,140
Pretty Ribbon	2,400	Items	Gear Puzzle
Feather Badge	3,120	Gald	6,240
Fame and Faith (Noble)	3,920	Gald	7,840
Bizarre Clump	4,800	Items	Slivers of Dusk
Lunar Anklet	5,760	Gald	11,520
Soul Orb	6,800	Items	Rare Guard
Double Cheeseburger	7,920	Items	Red Sage
Assorted Flowers	1,760	Items	Iron Gauntlets
Anonymous Letter	2,400	Gald	4,800
Beloved Handkerchief	3,120	Gald	6,240 & Charbroiler
Ship Model	3,920	Gald	7,840
Prism Rainers (Perilous)	13,200	Gald	26,400

-- Barona --

Requested	SP Bonus	Reward	Details
Decaying Fang x2	105	Items	Poison Charm
Grilled Chicken Bowl	320	Items	Polished Bronze Scabbard
Bronze Scabbard	510	Items	Apple Gel x3
Pork Cutlet Bowl	720	Items	Life Bottle x2
Fishing Rod	950	Items	Steel Knives
Beef Bowl	1,200	Gald	2,400
Holy Bottle x3	1,470	Items	Dark Bottle x3
Hairpin	1,760	Items	Magic Carta No. 65
Natural Scent	2,070	Gald	4,140
Poison Fruit	2,400	Gald	4,800
Battle Sword (Formal)	3,120	Items	Eleth Bottle EX
Lovely Ribbon	3,920	Gald	7,840
Giant Hammer (Solemn)	4,800	Gald	9,600
Carbon Rod	5,760	Gald	11,520
Clear Core x3	6,800	Gald	13,600
Fireproof Cloth	7,920	Items	Devil's Crescent
Royal Knights' Documents	1,760	Items	Iron Sword & Teacher's Pet title
Windor's Military History	2,400	Gald	4,800
Windor Crest	3,120	Gald	6,240
Tuning Fork	3,920	Items	GC Bowl & Amber Vestments
The Peepinator (Fabulous)	13,200	Gald	26,400

-- Gralesyde --

Requested	SP Bonus	Reward	Details
Shell Chalk	105	Items	Burn Charm
Syrup Bottle x3	320	Items	Cute Anklet
Pasta Carbonara	510	Items	Syrup Bottle x3
Fine Wood	720	Gald	1,440
Vellum	950	Gald	1,900
Life Bottle x2	1,200	Items	Saffron
Pasta Vongole	1,470	Gald	2,940
Pretty Anklet	1,760	Items	Magic Carta No. 66
Hazardous Liquid	2,070	Gald	4,140
Katana (Cute)	2,400	Gald	4,800
Horn	3,120	Items	Mastery Tonic C
Knight Armor (Hard)	3,920	Gald	7,840
Tuna x2	4,800	Gald	9,000
Deicide Blade	5,760	Gald	11,520
Prince Plushie	6,800	Items	Red Saffron
Neptune's Rod	7,920	Gald	15,840
Carrot x5	1,760	Gald	3,520
Green Cryas	2,400	Gald	4,800
Wallbridge Evidence	3,120	Items	Forktorquer
Businezz Application	3,920	Gald	7,840
Isleberg (Poignant)	13,200	Gald	26,400

-- Oul Raye --

Requested	SP Bonus	Reward	Details
Salisbury Steak x2	170	Items	Slow Charm
Pretty Scarf	350	Gald	700
Hard Scale	560	Items	Peach Gel x2
Collar Frills	790	Items	Beautiful Scarf
Eleth Bottle C	1,050	Items	Rune Tunic
Hamburger	1,320	Items	Hardened Steel Scabbard
Steel Scabbard	1,620	Gald	3,240
Busted Blade	1,940	Gald	3,880
Necklace	2,280	Items	Magic Carta No. 67
Drop Bottle	2,640	Gald	5,280
Stinky Bag	3,430	Gald	6,860
Magical Mirror	4,310	Items	Mastery Tonic EX
Gold Glasses	5,280	Gald	10,560
Ice Coffin (Sketchy)	6,340	Gald	12,680
Hand of Glory	7,480	Gald	14,960
The Theory of Evolution	8,710	Gald	17,420
Book of Rare Creatures	1,940	Items	Rune Bladerang
Trade Permit	2,640	Gald	5,280
Sunken Cargo	3,430	Gald	6,860
Abandoned Cargo	4,310	Gald	8,620
Pike Pike (Haughty)	14,520	Items	Scholar's Monocle

-- Sable Izolle --

Requested	SP Bonus	Reward	Details
Floral Anklet	170	Items	Stone Charm
Anonymous Seed x3	350	Items	Freshblood Ribbon
Curry	560	Gald	1,120
Fine File	790	Items	Rune Gauntlets
Whirling Seashell	1,050	Gald	2,100
Pork Curry	1,320	Items	Fancy Floral Anklet
Red Ribbon	1,620	Gald	3,240
Spirit Mask	1,940	Gald	3,880
Chicken Curry	2,280	Gald	4,560
Fruit Knives (Wicked)	2,640	Gald	5,280
Frying Pan	3,430	Items	Magic Carta No. 68
Suspicious Powder	4,310	Gald	8,620
Strange Gear x2	5,280	Gald	10,560
Soft Stone	6,340	Gald	12,680
The Illusionist (Fabulous)	7,480	Gald	14,960
Pinafore Dress (Gracious)	8,710	Items	Hourglass
Blue Cryas	1,940	Items	Rune Blouse
Investigation Report	2,640	Items	Rice Omelette
Treasured Picture	3,430	Gald	6,860
Proof of Another World	4,310	Gald	8,620
Valkyraffe (Vigorous)	14,520	Gald	29,040

-- Yu Liberte --

Requested	SP Bonus	Reward	Details
Titanium Scabbard	170	Items	Ice Pop x5
White Wine x2	350	Items	Rose's Whisper
Soaring Crystal	560	Gald	1,120
Cheese x3	790	Items	Verbena
Iron Bladerang (Suave)	1,050	Items	Rune Guard
Venomous Needle	1,320	Gald	2,640
Caustic	1,620	Items	Magic Carta No. 83
Pretty Feather	1,940	Gald	3,880
Mastery Tonic C	2,280	Items	Grape Gel x3
Scarlet Aroma	2,640	Items	Fine Titanium Scabbard
Imperial Egg	3,430	Gald	6,860
Finest Fur x2	4,310	Gald	8,620
Imperial Crest	5,280	Gald	10,560
Miso Stew	6,340	Items	Felling Wind
Estelle Plushie	7,480	Items	Red Verbena
Arc of the Covenant	8,710	Gald	17,420
Polishing Tools	1,940	Items	Rune Knives & Steadfast Denier title
Cherished Locket	2,640	Gald	5,280 & Lucky Girl title
Hand-Drawn Map	3,430	Gald	6,880 & Gillshiner
Seablue Statue	4,310	Gald	8,620
Voltekka (Dazzling)	14,520	Gald	29,040

-- Warrior's Roost --

Requested	SP Bonus	Reward	Details
Pointy Fang x3	170	Items	Freeze Charm
Beef with Red Wine Sauce x2	350	Gald	700
Overgrown Crystal	560	Items	Hot-Blooded Scarf
Red Scarf	790	Items	Battle Sword
Quill Pen	1,050	Gald	2,100
Upper Quarry Stone x2	1,320	Items	Plain Glasses
Grape Parfait	1,620	Gald	3,240
Simple Frames	1,940	Gald	3,880
Grape Gel x3	2,280	Items	Battle Shotstaff
Garm's Fangs (Frosty)	2,640	Gald	5,280
Bone Key	3,430	Items	Magic Carta No. 84
Mystical Allure	4,310	Gald	8,620
Marbled Radish Steak	5,280	Gald	10,560
Gear Puzzle	6,340	Gald	12,680
Decisive Dice	7,480	Gald	14,960
Rare Gauntlets (Haughty)	8,710	Gald	17,420
Daily Medicine	1,940	Gald	3,880 Gald & Kitty's Paw
Requiem	2,640	Gald	5,280
Lost Anklet	3,430	Gald	6,860
Hero Staff	4,310	Gald	8,620
OSOS- (Gallant)	14,520	Items	Weird Ribbon

-- Velanik --

Requested	SP Bonus	Reward	Details
Rice x12	180	Items	Savory
Fur x4	380	Gald	760
Veggie Set x3	610	Gald	1,220
Lantern	860	Items	Black Blouse
Bread x12	1,140	Gald	2,280
Blazing Crystal	1,440	Items	Fancy Glasses
Pasta x12	1,760	Items	Drop Bottle
Fancy Fur x3	2,110	Gald	4,220
Seafood Set x5	2,480	Items	Magic Carta No. 85
Flamberge (Magical)	2,880	Gald	5,760
Elixir	3,740	Gald	7,480
Mandarin Scarf	4,700	Gald	9,400
Stuffed Doll	5,760	Items	Red Savory
Annals of the Almesera	6,910	Gald	13,820
Deathwing Wine	8,160	Gald	16,320
Cocktail Dress (Gallant)	9,500	Gald	19,000
Spoon	2,110	Items	Battle Gauntlets
Spade	2,880	Items	Elixir
Drill	3,740	Items	All-Divide
Best Princess Stories x5	4,700	Gald	9,400
Looper Wooper (Gracious)	15,840	Items	Fluffy Muffler

-- Zavhert --

Requested	SP Bonus	Reward	Details
Red Wine x3	180	Items	Weak Charm
Expensive Desk	380	Gald	760
Crab x3	610	Gald	1,220
Salmon Pie	860	Items	Platinum Guard
Silver Frames	1,140	Gald	2,280
Bracelet	1,440	Items	Magic Carta No. 86
Sea Bream x2	1,760	Gald	3,520
Possessed Crystal	2,110	Items	Gold Glasses
Curried Cod	2,480	Gald	4,960
Beastfang Blade (Barbed)	2,880	Gald	5,760
Damascus Steel	3,740	Items	Arcane Bottle
Secret Seed x2	4,700	Gald	9,400
Knightwater	5,760	Gald	11,460
Balloon Cloth	6,910	Gald	13,820
Miso-Glazed Cod	8,160	Items	Eleth Bottle C
Toxic Fluid	9,500	Items	Eastern Wind
Raw Materials	2,110	Items	Platinum Bladerang
Rockgagong Fur	2,880	Gald	5,760 & Imposing Figure title
Strahta Ratchet	3,740	Items	Banana Pie
Evidence of Espionage	4,700	Gald	9,400
Third Supernova (Magical)	15,840	Gald	31,680

-- Amarcian Enclave --

Requested	SP Bonus	Reward	Details
Pyrogen	190	Items	Seal Charm
Strong Bone x3	400	Items	Chamomile
Stew	640	Gald	1,280
Poison Brew	900	Items	Mandarin Scarf
Moon Anklet	1,190	Items	Mystical Allure
Beef Stew	1,500	Gald	3,000
Earring	1,840	Items	Lunar Anklet
Core Fragment x2	2,200	Gald	4,400
Seafood Stew	2,590	Items	Magic Carta No. 87
Frenzy Rod (Untamed)	3,000	Items	Platinum Glasses
Decaying Sword x10	3,900	Gald	7,800
Rainbow Lens	4,900	Gald	9,800
Heavenly Ore	6,000	Items	Red Chamomile
Black Ring	7,200	Gald	14,400
White Ring	8,500	Gald	17,000
Middy Blouse (Olden)	9,900	Items	Ancient Khakkhara
Emperor's Claw x3	2,220	Items	Platinum Dualblade
Research Sample	3,000	Items	Book of Holy Water
Gauss's Seal	3,900	Gald	7,800
Kurt's Pendant	4,900	Gald	9,800
Dreamer's Flange (Perilous)	16,500	Gald	33,000

-- Telos Astue --

Requested	SP Bonus	Reward	Details
Working Gear x3	200	Items	Curse Charm
Gelatin	420	Gald	840
Egg x12	660	Gald	1,320
Chocolate Pudding	940	Gald	1,880
Ring	1,240	Gald	2,480
Glassphere	1,560	Gald	3,120
Soul Orb	1,910	Items	Rosemary
Green Scarf	2,290	Items	Magic Carta No. 88
Hourglass	2,690	Gald	5,380
Strahteme Horn	3,120	Gald	6,240
Heavenly Garb (Fabulous)	4,060	Gald	8,120
Freshblood Ribbon	5,100	Items	Mythril Knives
Spice Set x3	6,240	Gald	12,480
Masklike Object	7,490	Items	Red Rosemary
Violent Crystal	8,840	Items	Danzo's Gauntlets
Cantarella	10,300	Gald	20,600
Replacement Part	2,290	Gald	4,580
Drive Unit	3,120	Gald	6,240
Broken Brooch	4,060	Items	Crablettes
Data Recorder	5,100	Gald	10,200
Shining Talons (Fabulous)	17,160	Gald	34,320

-- Katz Korner --

Requested	SP Bonus	Reward	Details
Glowfruit	230		Magic Carta No. 89
Sharp Claw	480		950
Tanned Leather	770		Lavender
Peach Parfait	1,080		2,160
Miso x2	1,430		2,860
Goggles	1,800		Rare Tunic
Kitchen Knife	2,210		4,420
Fly Lure	2,640		Magic Carta No. 90
Stone Clock	3,110		6,220
Seafood Set	3,600		Red Lavender
Baronan Blades (Cool)	4,680		9,360
Elegant Feather x3	5,880		11,760
Stream Rod	7,200		14,400
Soul Orb x50	30,000		Katz Klothez
Wings of Icarus	10,200		20,400
Expensive Crown	11,880		Rare Sword
Winner's Trophy	2,640		5,280
Liquisilk Fabric	3,600		7,200 & Modern Youth title
Pearl Windthread	4,680		9,360 & Innocent Maiden title
Shark Fin	5,880		11,760 & Scarlet Vestments
Kittlets (Untamed)	19,800		Mythril Anklet

—— STAMP LIST ——

-- Turtlez Merchants --

#	Item	Cost
1	Minced Meat	158
2	Book of Swiftness*	3,000
3	Eggplant	96
4	High-Grade Beef	432
5	Veggie Set	1,136
6	Rare Sword	26,350
7	Spice Set	1,264
8	Seafood Set	1,022
9	Book of Striking*	10,000
10	Long Sword	680

-- Lhant --

#	Item	Cost
1	Rice	50
2	Pickled Plum	104
3	Sage*	4,500
4	Lettuce	60
5	Battle Knives	4,700
6	Magic Carta No. 41*	765
7	Red Sage*	9,000
8	Rare Knives	20,630
9	Book of Gathering*	3,000
10	Throwing Knives	530

-- Barona --

#	Item	Cost
1	Bread	48
2	Beef	180
3	Tomato	88
4	Pie Sheet	122
5	Battle Guard	5,265
6	Sage*	4,500
7	Rare Guard	23,990
8	Magic Carta No. 42*	765
9	Red Sage*	9,000
10	Leather Guard	560

-- Gralesyde --

#	Item	Cost
1	Pasta	44
2	Clam	48
3	Shrimp	120
4	Battle Sword	6,005
5	Magic Carta No. 43*	765
6	Saffron*	4,500
7	Rare Shotstaff	27,820
8	Roe	192
9	Red Saffron*	9,000
10	Steel Shotstaff	2,430

-- Oul Raye --

#	Item	Cost
1	Dried Seaweed	42
2	Onion	72
3	Pork	136
4	Battle Shotstaff	6,345
5	Tuna	750
6	Magic Carta No. 44*	765
7	Rare Tunic	27,410
8	Verbena*	4,500
9	Red Verbena*	9,000
10	Iron Tunic	1,200

-- Sable Izolle --

#	Item	Cost
1	Cheese	216
2	Egg	34
3	Chicken	108
4	Battle Bladerang	5,380
5	Battle Tunic	6,015
6	Verbena*	4,500
7	Rare Blouse	21,060
8	Red Verbena*	9,000
9	Magic Carta No. 45*	765
10	Blouse	490

-- Yu Liberte --

#	Item	Cost
1	Verbena*	4,500
2	Pie Sheet	122
3	Battle Gauntlets	5,040
4	Black Blouse	4,620
5	Red Wine	1,980
6	White Wine	2,046
7	Rare Dualblade	24,860
8	Magic Carta No. 46*	765
9	Red Verbena*	9,000
10	Rune Dualblade	3,990

-- Velanik --

#	Item	Cost
1	Mastery Tonic C*	1,000
2	Savory*	4,500
3	Eleth Bottle C*	3,000
4	Mastery Tonic EX*	7,500
5	Magic Carta No. 47*	765
6	Eleth Bottle EX*	10,000
7	Red Savory*	9,000
8	Mastery Tonic G*	30,000
9	Eleth Bottle G*	30,000
10	Dragon's Blood*	14,400

-- Zavhert --

#	Item	Cost
1	Salmon	132
2	Cod	154
3	Crab	220
4	Eel	288
5	Sea Bream	438
6	Rare Bladerang	23,590
7	Savory*	4,500
8	Red Savory*	9,000
9	Magic Carta No. 48*	765
10	Steel Bladerang	2,060

-- Amarcian Enclave --

#	Item	Cost
1	Magic Carta No. 49*	765
2	Drop Bottle*	1,000
3	Arcane Bottle*	1,000
4	Chamomile*	4,500
5	Elixir*	10,000
6	Rare Gauntlets	22,120
7	All-Divide*	7,000
8	Red Chamomile*	9,000
9	Hourglass*	9,000
10	Iron Gauntlets	1,050

-- Telos Astue --

#	Item	Cost
1	Tofu	584
2	Eleth Bottle C*	3,000
3	Rosemary*	4,500
4	Magic Carta No. 50*	765
5	Natto	1,600
6	Eleth Bottle EX*	10,000
7	Miso	3,800
8	Red Rosemary*	9,000
9	Eleth Bottle G*	30,000
10	Darkened Ore*	14,400

-- Katz Korner --

#	Item	Cost
1	Trash*	1
2	Lavender*	4,500
3	Glassphere*	10
4	Soul Orb*	100
5	Ice Pop	60
6	Elixir*	10,000
7	Red Lavender*	9,000
8	All-Divide*	7,000
9	Hourglass*	9,000
10	Purebright Cloth*	14,400



Asbel Lhant





Cut-in Image







Sophie



Main Status Image





Cut-in Image

Hubert Ozwell



Main Status Image



Cut-in Image







Main Status Image





Cut-in Image

Child Status Image



Pascal





Cut-in Image





Malik Caesars

Main Status Image



Cut-in Image





Richard - Tales of Graces f

Richard







Child Status Image





Vesperia Costumes



Costumes













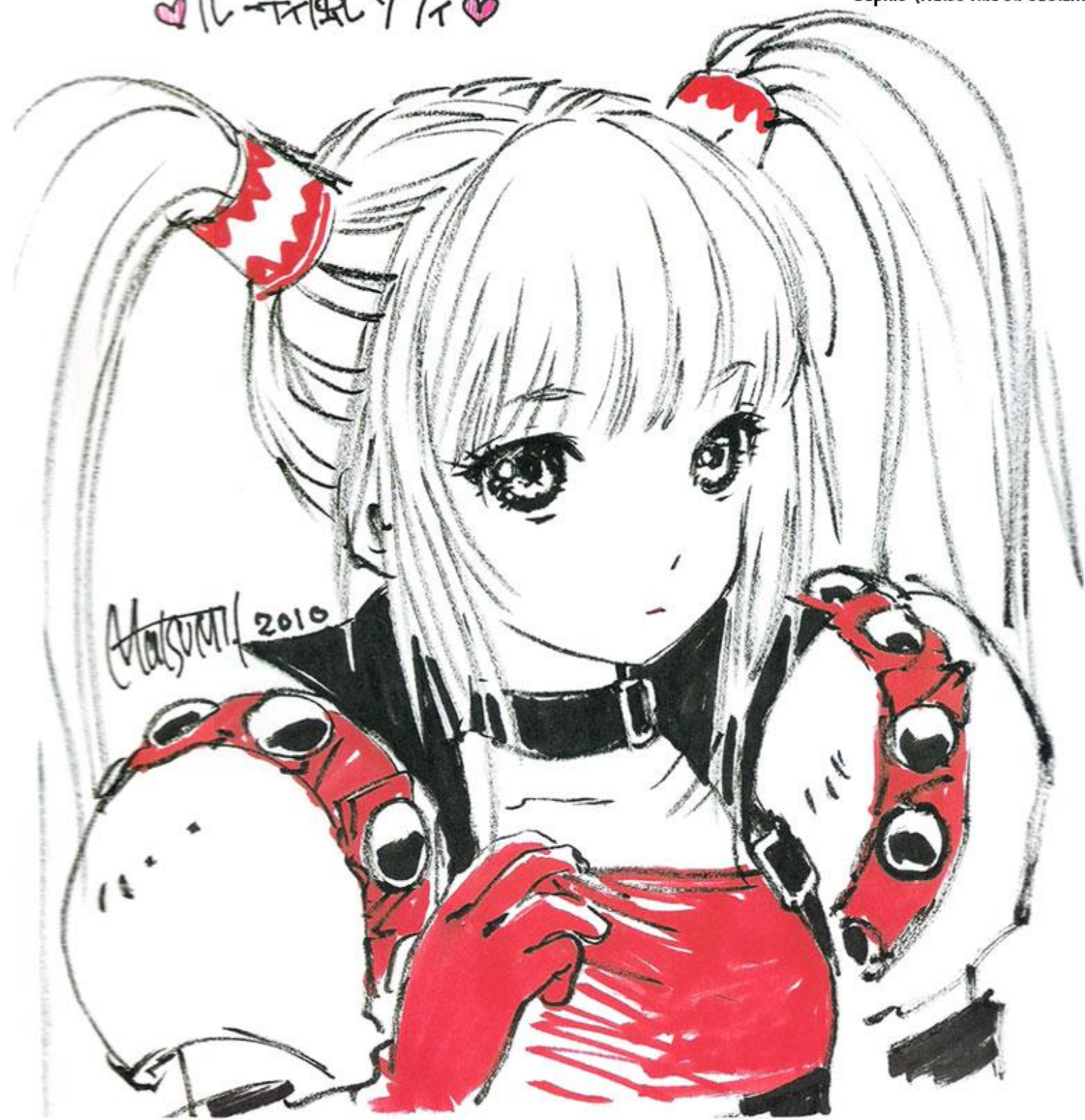


トリル風アスベル

Mugumi. / 2010

Asbel (Kyle Dunamis costume)

♡ル・テ・風・ソ・フィ♡



Richard (Judas costume)









Tales of Graces

テイルズ オス グレイセス

ORIGINAL SOUNDTRACK







BoA まもりたい
~White Wishes~





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